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SPARKS O
NARC
Your mission is to seek out and destroy the king pin of the MR BIG CORPORATION. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!
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It Bites, It Roars HOW DO YOU READ YOURS?

THE MAGNIFICENT 7



Johnny Fartpants, eat your heart out!



YS MEGAGAME



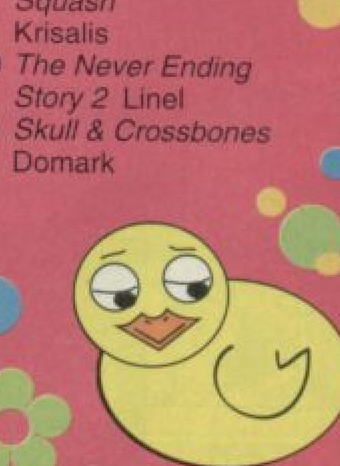


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GAMES

REVIEWS

PREVIEWS





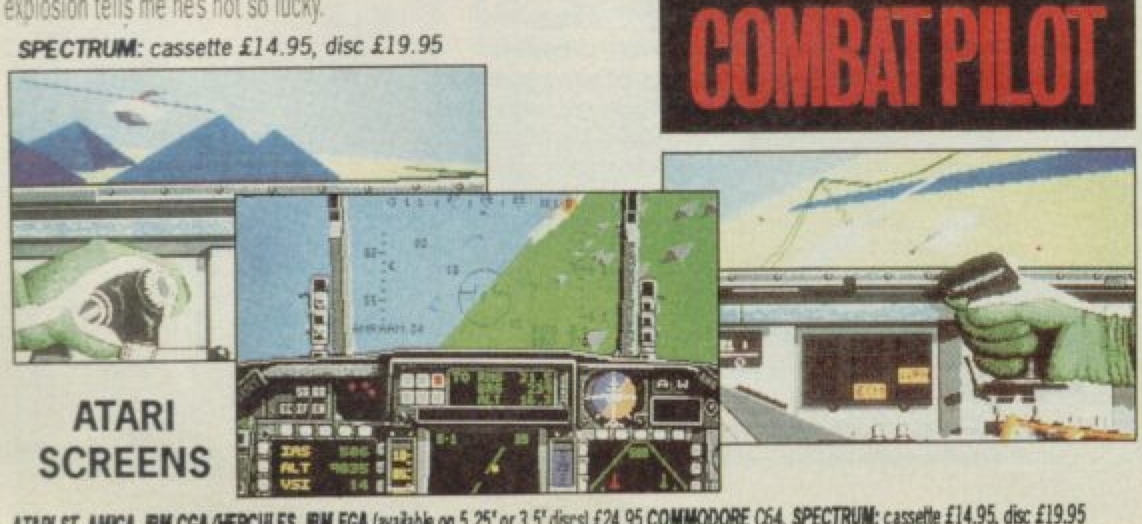
I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16
COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

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YOUR SINCLAIR THE MAGNIFICENT 7

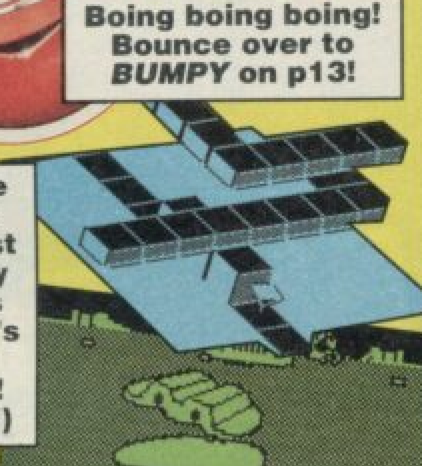
Did someone say 7? They most certainly did! Five games, one demo and a set of POKEs! Seeing's believing (so here's where to start..!)



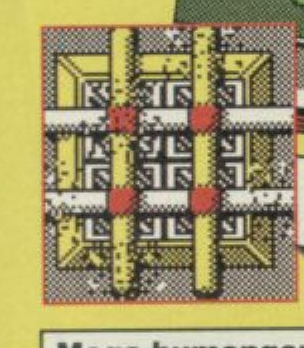
ATOMIC ROBOKID Alien blanc-manges from outer space! P7!

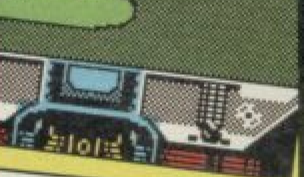


Boing boing boing! Bounce over to _BUMPY_ on p13!



It's one of the greatest Speccy games ever! It's _SPIN DIZZY_! (On p8!)





Fly jolly fast in _MACH 3_ on p10!

Mega-humongous reader game! _DESTRUX_ on p8!





POKEMANIA 1 Live forever! P13!

Ha so! _HKM_! P9!

ATOMIC ROBOKID

Activision

PLAYABLE DEMO



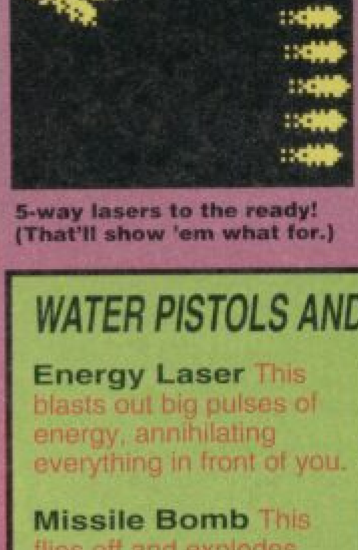


The 3-way laser (count 'em – 3!) can be used for some serious killing. (If you aim it right.)

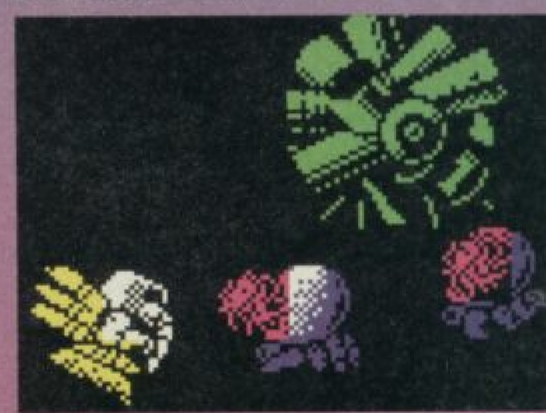
Lots of aliens, lots of weirdness and a cute little robot. What more could anyone want out of life, eh, Spec-chums? (Money and Kim Basinger aside, hem hem.) And (spookily enough) that's exactly what Activision's brand-new interstellar shoot-'em-up is all about! And we've got a demo of the first level to prove it! (It's a spook scoop and no mistake!)

Just to fill you in, you've just graduated from the University of Alien-Killing, and on your first mission you've been sent to rid the underlevels of loads of horrible blobby space creatures. As a new robot, you aren't particularly fast, so you need to collect different weapons to help you.

Your aim is to wipe out all the aliens and guardians which block your path, avoid their missiles and reach the gate to Level 2. It's not easy (the horrible nasties tend to congregate around and overwhelm you with their ugly horrificness) but of course that only adds to the rather stonking gameplay. Marvellous!



5-way lasers to the ready! (That'll show 'em what for.)



Face to face with some horrible pink and blue aliens. (And it's not a pretty sight!)



Oh. We've just been blown up. (Eurch. Bits are flying off all over the place. How jolly nasty.)

WATER PISTOLS AND WOTNOT

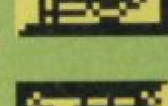
Energy Laser This blasts out big pulses of energy, annihilating everything in front of you.



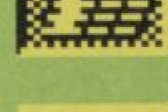
Missile Bomb This flies off and explodes, causing any aliens nearby to throw in the towel.



3-Way Laser Fires beams in 3 directions in front of you.



5-Way Laser Sends out an impenetrable wall of fire to clear your path of any nasties.



CONTROLS

Use either a joystick, or our old chums Q, A, O and P plus the Spacebar. Hurrah!

SPINDIZZY

Activision

COMPLETE GAME

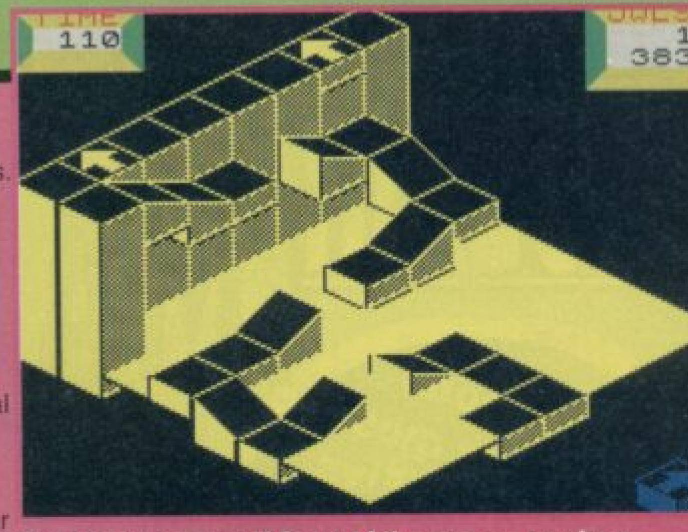
Blue blistering barnacles! We can't believe our luck! Right at the 11th hour, there we all were rushing around trying to come up with a final thing to put on the tape (and turn the super-skillo 6-Pack into the even more super-skillo Magnificent 7-'pack'!), when what should drop into our laps than this hairy old humdinger! Completely out of the blue! A blimming classic! It's aeons old but when Snouty scribbled about it way back in 1986 he said it was *the* Speccy game of the period and gave it an unheard-of 10 out of 10 in the addictiveness stakes. As if further proof were needed, eh?



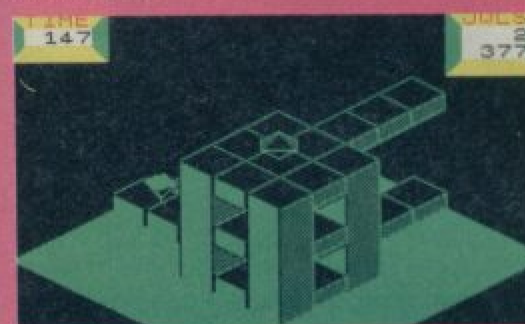
This is the map of Spindizzy. The number of screens is rather huge!

It's an exploring/ puzzle-solving sort of a game, with an isometric looking-into-the-corner viewpoint, just like *Head Over Heels*. You're a Geographcial Environmental Reconnaissance and Land-Mapping Device (or GERALD for short) and it's your job to explore the surface of a planet (called Spindizzy), collecting 'topographical data' for some big corporation as you go. Of course, time is money, so you've got to whizz up and down the hazardous platforms, gobbling up enough crystals to replenish your energy and keep you going while you finish your mission. You also need to turn various switches on and off in order to activate lifts and alter the landscape, and there are clues to which ones you need in the bottom left-hand corner of the screen. Oh, and don't damage yourself too much either otherwise you'll run out of fuel ('though you can sometimes swop yourself for another machine).

The speed and realism of the game are excellent. (GERALD is a spinning top so when you try and stop him scootling along he doesn't come to an immediate standstill, he just sort of gradually slows down.) And, like we said, it's completely humdingingly addictive. In fact it's so corking that more or less the same game has just been released on the 16-bits and it's been picking up big scores faster than Rob Lowe at a Girl Guides convention. You lucky devils, you!



You better watch out! Some of the screens require a rock-steady joystick hand. (Oh, and some luck, probably!)



There's a gem sitting in the middle of that high platform. How are you going to reach it?



Truly a classic amongst games, *Spindizzy* hasn't so much aged as 'matured gracefully'.

CONTROLS

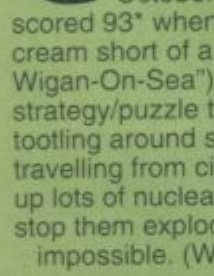
Q Up • A Down • J Accelerate • P Pause • C Change shape • I Left • O Right • F Stop • M Map • S Score
• 1 Rotate view anit-clockwise
• 4 Rotate view clockwise
• 2 Flip view 180 degrees

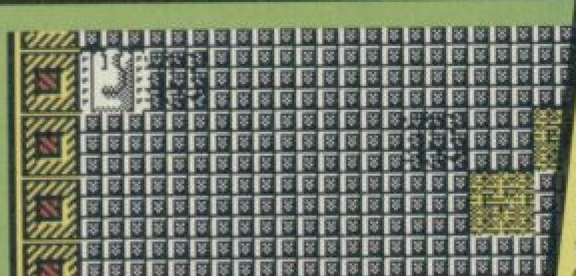
DESTRUX

David Alderson

COMPLETE GAME

Cripes - talk about humongous! Some of you may have spotted *Destrux* back in October's Crap Game Corner (it scored 93° when Mr Pelley called it "an ice-cream short of a day trip to Wigan-On-Sea"). It's a sort of strategy/puzzle type thing that sees you tootling around some planet in a tank, travelling from city to city and trying to clog up lots of nuclear reactors with debris to stop them exploding. And it's absolutely impossible. (Well, not 'absolutely', but it certainly had us chewing our knuckles off.) The puzzles are très complicated, the graphics are as pretty as a Christmas tree, and you'd better reach for your thinking caps right now because you're about to get incredibly confused by all these instructions...





Next to the tank is an area of sunken ground. Fall in and it's game-over, man!

THIS DAVID ALDERSON'S A BIT OF A STAR THEN, ISN'T HE?

He certainly is! David's 17 years old, lives in sunny Blackpool, and plans to have a year-out after leaving college so he can concentrate on his Speccy programming. He says he got the idea for *Destrux* from watching a building get blown up on telly (each to their own), and even reckons he's finished a sequel in the meantime! We're not too sure what's it's about but he's just sent it to the Codies to have a gander at so it can't be all bad. Best of luck, mate!

Fancy a bit of fame and fortune yourself, do you? Well, at least you're reading the right mag. If you've got a spanky game you'd like to see on our Magnificent 7 cover tape then pop it in a Jiffy bag and send it along to us. We pay good money (occasionally) and it could just change your life (perhaps).

LEVEL FORMATS

Each level contains a number of puzzles, each generally situated at each side of a nuclear reactor. To complete most puzzles you first need to fire your missiles at houses to get them to explode. Some of the debris from these will then turn into 'emissions', which will zoom off and hit factories. In turn these will explode and shoot their emissions off towards the reactors, so hopefully disabling some of their outer sections.

It's a bit like a domino effect really - reactors can only be damaged by factory emissions, which you need to hit with emissions from other factories or houses (if you see what we mean).

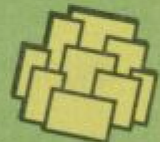
Some levels have an exact order in which puzzles need to be completed. The location of the

puzzles is indicated by numbers on the screen, so if the sequencer reads 4213 you know to tackle puzzle 4 first, then move onto the second, and so on.

Right, that's some background. Let's get into the real nitty-gritty now and see what each little separate thing does. (It's probably as good a way as explaining the game as any - we're completely foxed!)

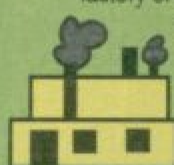
ALL THE SPOOKY BITS AND PIECES AND WHAT THEY DO!

The items in *Destrux* are there to either help or hinder your task of neutralising the nuclear reactors.



REACTORS These are what all the trouble's about. They're getting a bit dodgy and need blowing up. Reactors are square and consist of 25 sections, the most important of which are the 16 outer ones which need filling up with rock (so the whole thing gets disabled).

FACTORIES The only way you can get rid of reactors is by chucking loads of bit of factory debris at them. Again, factories are square and made up of sections (either 9 or 16). For them to explode (and create all the debris) each section has to be damaged by tank fire, and then hit by an emission from another factory or a house. Factories become rubble once they've exploded except if they consist of more than one storey (in which case, each storey needs exploding separately).





HOUSES The same as factories except they only consist of 4 sections. Their debris won't damage reactors, only factories.



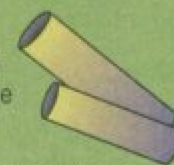
RUBBLE Generally what's left when things get blown up (and the emissions have scooted off over the horizon). Cannot be pushed, nor destroyed by missiles or emmisions. When emmisions hit rubble they bounce off in the other direction.



ROCK EMISSIONS What you use to blow up your reactors.



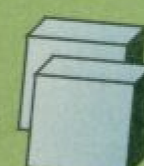
EXPLOSIVE BLOCKS These explode when they're hit by an emission, making it travel further and extending its range. They can be moved. After exploding they become rubble. When they fall into a gully they explode, producing a 9-square gully.



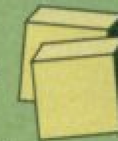
PIPES These are used to change and lengthen the direction and range of emissions and missiles, and can be moved by tanks. They have 2 sides, one open, one closed. If a tank approaches one from the open side it will enter the pipe instead of pushing it. When an emission passes through a pipe which has 4 open sides, its type (ie from a house or a factory) changes.



STEEL BLOCKS These can't be destroyed, and stop missiles and emissions dead in their tracks. Sometimes they can be pushed, sometimes they can't. Either way when you put 2 of them together they become non-pushable.



GLASS BLOCKS Same as Steel, except that emissions can pass through them.



STONE BLOCKS Same as before, except they're much more easy for missiles and emissions to destroy.



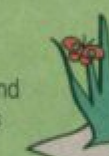
CHIMNEYS When missiles hit chimneys they turn them into rubble. When emissions hit them they force the emissions underground, creating a gully. The emission will continue on its underground path until it meets normal ground or a floor panel. If it reaches another chimney it will come out of the gully and travel above ground. Chimneys can be pushed, and they turn any ground type beneath them into normal ground.



NORMAL GROUND This is ground which is normal (ie not very spooky).



DAMAGED GROUND When the tank has driven over this it collapses, forming a gulley which the tank falls into. Objects however can be pushed over damaged ground.



HALF-GROUND This consists of half-ground/half-gulley. When it's driven over (and has objects pushed over it) then it becomes normal ground.



GULLY These are deep holes in the ground which can only be got out of by driving onto half-ground. They can be extended by...

- driving or shooting into damaged ground
- driving beneath an object
- shooting into half-ground

Unsupported objects can fall into a gully (with the exception of non-pushable blocks and buildings) and when this happens the gully becomes normal ground. Individual building

HKM

US Gold

COMPLETE GAME



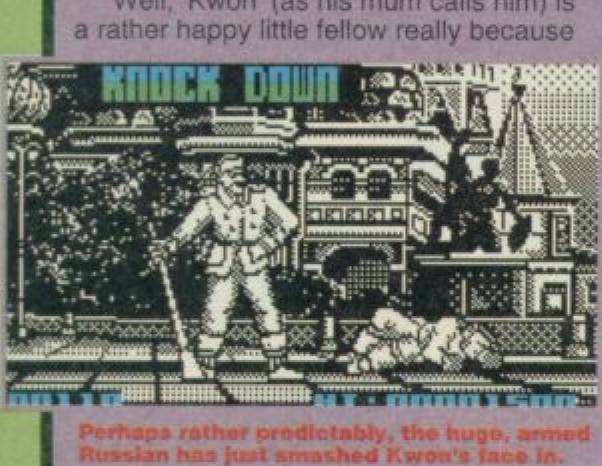
Kwon bravely attacks a huge, armed Russian. What a nutter!

Meet the Human Killing Machine. Unlike your average milkman (or postman), the Human Killing Machine is not a very nice person to know In fact, US Gold go so far as to call him "the meanest son of a snake you've ever seen". Phew. Pretty harsh language there. So how has he earned this enviable reputation?

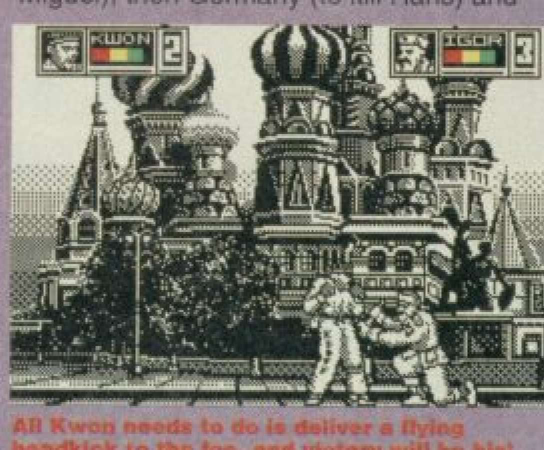
Well, 'Kwon' (as his mum calls him) is a rather happy little fellow really because he's just gained complete control over every single martial art ever (just about)! Hurrah! Unfortunately it's all gone to his head a bit, and now he's out to prove that he's the hardest nut in the Universe by killing all the other hard nuts and screaming "Aaaiieeeeee!!" rather a lot in a variety of funny accents.

First off is Igor the Fearless. Igor carries a gun (which rather flies against the 'Fearless' bit but never mind) but only uses it as a club (because he's got a brain the size of a pea). You, as Kwon, must leap over him, or crouch, or something, and deliver slamming head-kicks into his face. Beat him and you get to meet Helga and Maria. They seem sweet, pretty and innocent, but they'll smash your teeth out as soon as look at you. Once (and if) you defeat them it's off to Spain (to punch out Miguel), then Germany (to kill Hans) and then Beirut (to blow away some terrorists).

It's one long party being the Number 1 Martial Art Head-Kicker-Inner of the world and no mistake. (Just make sure you take along your Sanatogen!)



Perhaps rather predictably, the huge, armed Russian has just smashed Kwon's face in.



All Kwon needs to do is deliver a flying headkick to the foe, and victory will be his!

CONTROLS

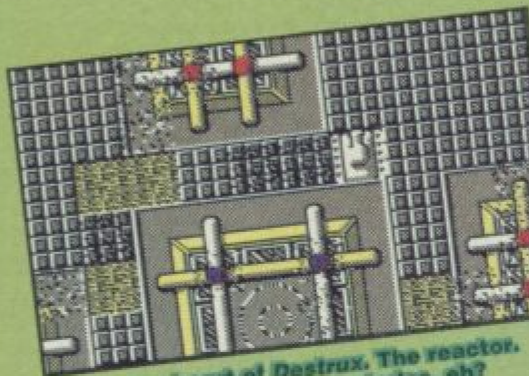
Kwon will need all his tricks to succeed. His moves are as follows...

Crouch Down
Crouch & lean forward Down & right
Crouch & lean back Down & left
Advance Right
Withdraw Left
Leap Up
Backwards somersault Up & left
Forward somersault Up & right

You kick or punch by pressing then releasing the Fire button, with the following effects...

Crouch and kick Down & right
Crouch and punch Down
Spinning crouch kick Down & left
Kick Right
Punch Neutral
Turn kick Left
Flying kick Up & right
Flying punch Up
Flying spin kick Up & left

Also note that the shorter the time the Fire button is held down the harder the kick.



This is the heart of *Destrux*. The reactor. Best get away before it explodes, eh?

sections which are not supported by ground become damaged. When in a gully, the tank can carry objects, by driving beneath them. In order to leave the object the tank has to drive beneath another object, such as a building. The original object will not fall into the gully.

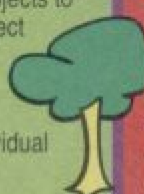


MISSILES What you shoot from the tank.

FLOOR PANELS These are used to transport the tank, missiles and emissions, and pushable objects to other areas of the map. The object abvove the panel is moved to the next panel in the map.



TREES When a tree is place above an individual object, the tree will become this object.



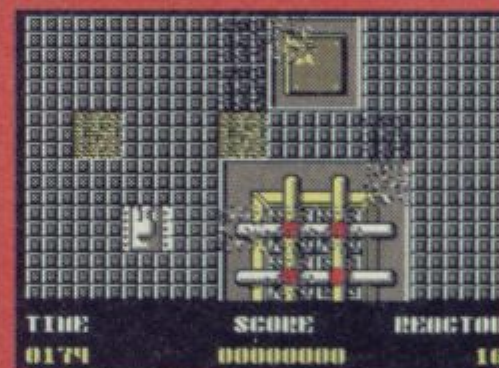
OBJECT REACTIONS

As if all these spooky objects weren't enough, they've also got the wierd habit of suddenly changing into something else wherever and whenever the whim overwhelms them (ahem). Say you take an object and surround it with 4 of a different object - this is what happens (spook!).

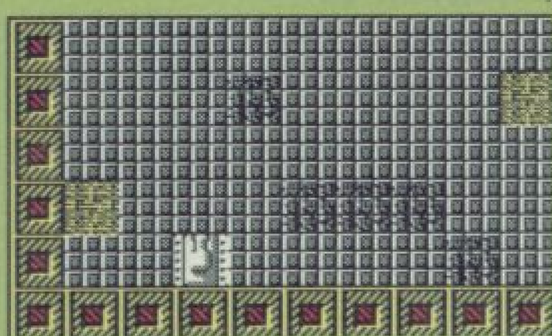
BEFORE		AFTER	
Central	**Surrounding**	**Central**	**Surrounding**
Unpushable stone	Pushable steel	Unpushable steel	Explosive
Open pipe	Pushable glass	Floor panel	Pushable stone
Rubble	Rubble	Floor panel	Rubble
Pushable steel	Explosive	Tree	Chimney

Crikey. And there's more!

- When a chimney is surrounded by 8 blocks of rubble then the whole 9-square becomes a one-storey 3-by-3 factory!
- When 2 missiles meet they become a pushable steel block!
- When 2 emissions meet they become a pushable stone block!
- When a missile and an emission meet the emission becomes rubble and the missile is destroyed!
- When emissions become close to a certain object they will orbit the object at a set distance from it! The objects and distances change from level to level! This orbit can be broken by pushing the object (if possible), or by deflecting the emission!



The yellow blocks can be pushed around, and stop your tank falling into pits.



Those yellow and black squares show the edges of the playing area for each city.

DESTRUX

Daunting isn't the word, eh, Spec-chums? But don't panic! It's fine once you get into the swing of things (just don't get too peeved off when your tank gets sucked down into a gulley in the first 5 seconds and you can't move an inch!), and you'll soon find yourself scratching away at your dandruff and burning the midnight oil until well into the next century. It's that supercalafragalistic! Hurrah!

CONTROLS

Keyboard orJoystick.

MACH 3

Loriciels

COMPLETE GAME

You want speed? Then you've come to the right place! There's more speed in a K of *Mach 3* than you could wave an M25 traffic policeman's truncheon at (or something!). It's all about flying a fighter plane across the desert and dodging alien fire, you see. Flick-of-the-wrist reactions are the order of the day here, folks, as is a trigger finger that knows its Cozy Powell drum solos off-pat!



This is you ship. Below it is your shadow, which helps you to keep track of height.

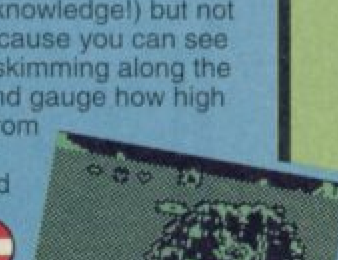


Ooops! A fleet of alien weirdos are attacking! (Better try and shoot the poop out of them , eh, Spec-chums?)



Oh dear. That black blob is you. You failed to avoid the spooky alien weirdos, and now you've paid for it!

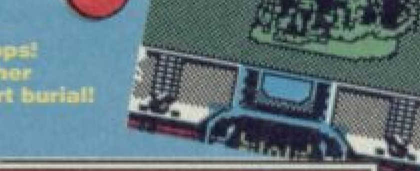
The view is of the behind-the-craft-looking-up-its-bottom 3D variety. There are lots of ground targets that you've got to blast, as well as obstacles like buildings and cacti and stuff to try and get out of the way of. The only trouble is that to avoid all the fighters which swoop down from the heavens to blast the poop out of you, it's often best to fly as low as you can. It's a tricky problem (as anyone out there who's ever flown a fighter plane at the rate of Mach 3 will all too readily acknowledge!) but not impossible because you can see your shadow skimming along the sand below and gauge how high you're flying from that. It's tricky and funky. and a lorra, lorra fun!



Whoops! Another desert burial!

CONTROLS

Joystick.





FISTS of FURY
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AMIGA
When Little Lucy is stolen by the terrible ACHACHA her two friends BIN and PIN really get angry! When they land a punch KERPOW! No one stands up.
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AMIGA
You are MULK, pal ... and as THE totally wicked revolutionary your gonna build 2 assassination machines — The Ninja Warriors — and attempt to chill out the evil master-greek, BANGLER.
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DOUBLE DRAGON II
The Revenge
YELLOW STONE
The Double Dragons, Billy and Jimmy, seek to avenge the death of Marian — and might even be able to bring her back to life if they can only penetrate the secret lair of the Shadow Boss.
AMIGA
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Amiga screen shots shown
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BUMPY

Loriciels

COMPLETE GAME

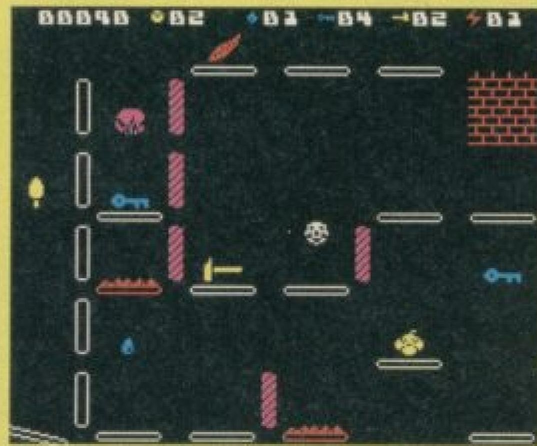
Yikes! A French game! Perhaps that explains why in these days of high-tech computer violence and designer mayhem it's all about a little smiling ball thingie which bounces around left and right collecting points. Still, spooky it may be, crap it certainly ain't.

You control the ball. There are screenloads of platforms, obstacles and collectables, and it's your rather fun-packed job to solve each level in a certain way so that an exit appears. It sounds easy - and it is. To begin with. By the time you've got to Screen 5 things are getting more than a wee bit tricky and you're beginning to give your telly some pretty rude Italian hand signals! So what you'll be doing by the time you get to the 100th is anybody's idea!

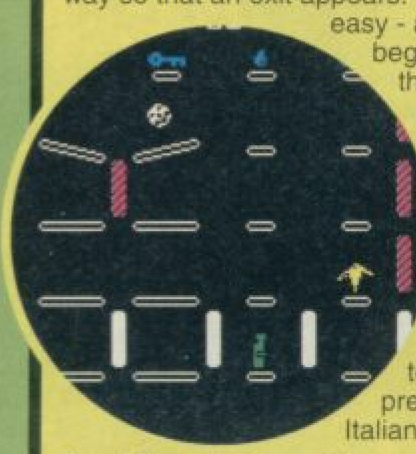
(%$£*@ *@!£* **100** *?!? Readers' voice)*

Don't panic! The secret is to think logically. They're a canny bunch these Frogs, you see, and they've designed the game so that you've got to do things like collect water icons before you can put out fires, and hammer icons so you can knock through walls. The trouble is that the route you need to follow to get these isn't always the simplest, so it's best to plonk yourself down for a bit and have a good old think before you attempt each screen. Some of the platforms are angled, causing you to lose control of where you're bouncing, and some even melt when you land on them, so you've got to find a different way back.

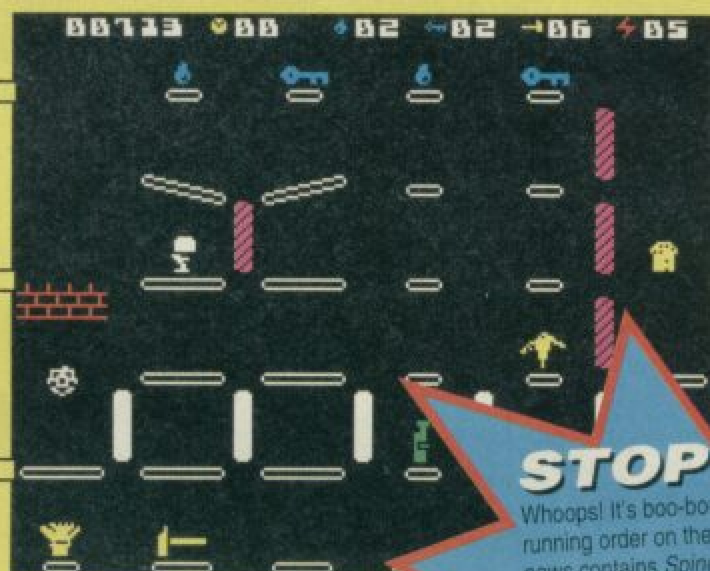
And if this suggests to you that *Bumpy* is spooky, brill, and a jolly good romparound then you'd be absolutely right! (It's certainly going take more than a few trillion picoseconds to solve, you can bet your boots on that!)



That's Bumpy in the middle of the screen.



Oh no! Bumpy's trapped, bouncing forever between 2 platforms angled together!



He's destroying a wall by bouncing at it over to the left of the screen.

CONTROLS

Joystick or the traditional Q, A, O, P keys.

STOP PRESS!

Whoops! It's boo-boo time again! Please note the running order on the tape has been changed. Side A nows contains *Spindizzy*, *Robokid* and *Destrux*, and *Bumpy*, *HKM*, *Mach 3* and the POKEs are now on Side B.

POKERAMA 7



Jon North

Didn't last month's loading screen for this little lot look an absolute treat – all that parallax scrolling whizzing across your telly. Well, this month's is just as good. And so it should be – it's pretty well exactly the same! Here's what we've got on the POKEs front...

- ***Dizzy*** Infinite lives
- ***Fantasy World Dizzy*** Inifinite lives
- ***Fast Food*** Infinite lives
- ***Gremlins 2*** 255 lives
- ***Magicland Dizzy*** Infinite lives
- ***Rana Rama*** Infinite lives & lifeforce on rune screen.
- ***Rick Dangerous 2*** Infinite lives, infinite plungers & infinite lasers
- ***Switchblade*** Infinite lives
- ***Treasure Island Dizzy*** Immortality
- ***WEC Le Mans*** Timer loops to 99 when it reaches zero

Now go-to!







You want infy lives? You got infy lives! (We're too good to you, we really are!)

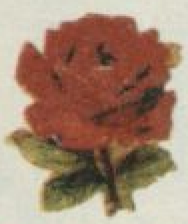
Tape Trubbs

Tape giving you grief? Oh dear oh dear oh dear. Well, don't chuck it away whatever you do! Instead, wrap it up in some pink toilet paper, write some kind of very rude and aggressive note to keep it company, and sent the enclosing envelope off to YS Magnificent 7 No1, Tape Returns Dept ('Apr' ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. We can't guarantee you'll receive a replacement copy in 2 picoseconds accompanied by a flash of blinding light, but it should get there eventually (as in 28-days-eventually)! Hurrah!



Pssst

The birds are at it, the bees are at it - even our rubber-keyed chum gets a bit frisky now and again! This month in a *YS* exclusive, we investigate the secret love life of the Sinclair Spectrum...



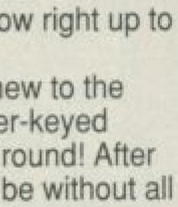
"WHAT TIME IS LOVE? WOO-OOO!" *

- ♥ It's all you need.
- ♥ Everybody talks about it but nobody knows what it is.
- ♥ It gets bigger with chocolate.
- ♥ It's a four-letter word.
- ♥ It's love.



And the shed's full of it at the moment! Valentine's Day got the ball rolling (thanks for all the cards, says Linda) and now that Spring's here the forecast promises ever-increasing randiness from now right up to Summer. Caramba!

Mind you, none of this is new to the Speccy of course. Our rubber-keyed chum's on the snog all year round! After all, where would our games be without all those young jocks chasing off to rescue their chicks, eh? Nope, the Speccy love-candle burns eternal and just to prove it here are a few selected examples from games gone by. (Some are cute, some are downright ridiculous and quite a few involve aliens...)



*** 10 past 7 (pm)**



SOPPY SPOOK STORY NO1

Future Knight Gremlin

Die Ausererdischen, sie wollen mit unseren Frauen bruten!

Which roughly translates as "The space aliens, they want to breed with our women!" A spaceship makes a crash landing on a nearby planet. Not much wrong with that – except that inside the wrecked hulk lies the complete and utter love of your life, the alluring Amelia! Oh no! And she's been taken prisoner by Spegbott The Terrible! Even worse! Basically she needs you to come along and give her a wet smacker on the lips (and him a good kick in the teeth!), so it's time to put on the tin foil, go exploring and beat up loads of nasties! Hurrah! Of course, once you've found her you immediately take her driving licence away and then live happily ever after.

Now that's what we here in the *YS* shed call – romantic!



Big bogey need big nose picker. (Grunt.)

SOPPY SPOOK STORY No2

Renegade 3 Imagine

Eternal Love!

Très strange this. Some bad guys from the future come back in time to steal Renegade's chick (obviously the crumpet in 2300 leaves a lot to be desired!) and by Jove he's jolly miffed. Trouble is, while she's been whisked one way, he's been flung back to the Prehistoric Age! So he has to deal with swamps swarming with dinosaurs, pyramids pulsating with pesky pharaohs, murderous medieval knights and finally the blokes who nabbed his sweetheart in the first place when he eventually reaches the future level. (By which time the Milk Tray's looking pretty mangy.)







SOPPY SPOOK STORY No 3

Stormlord Hewson

Dashing Knights and Distressed Damsels!

Fantasy stuff seems to be by far the most romantic genre – it must be something they put in the broth. Ingredients include dungeons, demons, dragons, witches and fairies, and they don't come much sweeter than *Stormlord.*

It's all about a barbarian from the dark ages who's pretty pally with the fairies, you see (as barbarians are wont to be). One day they're all playing together down in the woods (oo-er) when suddenly – eek! – the fairies disappear! It soon transpires they've been locked up in a dungeon by a wicked witch so off he trots to rescue them.

This in itself is quite romantic, but the cutest 'feature' of the game is when Stormlord starts blowing kisses to his locked-up pals! In order to get an extra life he has to collect fairy tears, but, according to a bit of fairy lore, fairies only shed tears when their hearts are broken – so Stormlord shoots kisses at a fairy till she falls in love with him, then stops so she gets really upset and starts blubbering, and then bends down to pick one of her tears up! A bit cruel-to-be-kind, we know – but isn't that just the loveliest thing ever?!



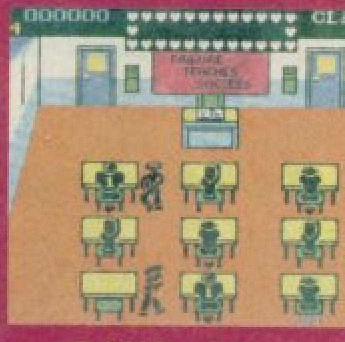
Well, if that's what a fairy looks like then we jolly well can't blame him for prancing about in the woods with them all day!

SOPPY SPOOK STORY No 4

Mikie Imagine

Puppy Love!

Basically our little chap Mikie has to get out of school early so he can meet his cheerleading girlfriend who's waiting for him at the school gates. But he's in extreme danger of ending up in the Headmaster's office – so you'd better help him out! Now this isn't a very extraordinary set-up, not in 'real' life anyway (there comes a point when everyone wants to get it together with a cheerleader!) but it's not something that people in 'computer' life tend to do. Much.



Quick! Sneak out of the classroom while the teacher's disappeared! (Tsk. Love, eh?)

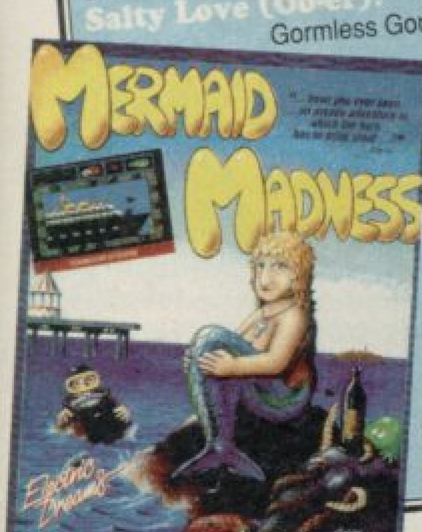


SOPPY SPOOK STORY No 5

Mermaid Madness Electric Dreams

Salty Love (Oo-er)!

Gormless Gordon is a deep sea diver – but he's not a very good one! In fact, he's so crap that he gets stuck in an underwater wreck and has to be rescued by Myrtle the mermaid! Now, in general, mermaids are very pretty and sexy, but poor old Gordon's pulled a short straw! Myrtle is blonde and buxom, but she's also got a face like Bet Lynch and a liking for stout – she won't move without it. So you've got to keep filling her up with the stuff. We've known full blown marriages spring from less!





And 'ere wee aire, oondaneath le beautifool briny sea. C'est magnifique!

TROUBLE IN PARADISE!

Paf! Desert islands ain't what they used to be, you know! Time was when you could wash ashore from a shipwreck and spend the rest of your days happily swinging in a hammock and eating lots of Bounty bars! But not anymore – at least not if the Narco Police are concerned (the scamps). They're the stars of Dinamic's new brain-and-brawn strategy shoot-'em-up (of the same name) and they've been sent on a mission to wipe out a tropical narcotics lab. There's a rather spanky review of it waiting over the page but in the meantime we've 5 copies of the game to give away completely corkingly FREE! Hurrah! Just tell us who the tasty lady who hopped out of the sea in *Dr No* was – was it a) Anneka Rice, b) Kate Adie or c) Ursula Undress? – and post it off before April 15th (on the back of an envelope) to *Concha Give Away A Fortnight's Holiday To Bermuda Instead? No We Can't So Bog Off* Compo. The adress is 29 (we'll repeat that – 29) Monmouth Street, Bath BA1 2BW, and may the best Spec-chum win!



T-ZERS

✖ Infogrames have been cropping up in *YS* quite a lot recently, haven't they, Spec-chums? *North & South, The Light Corridor, Welltris* – they don't send in any games for absolutely ages then all of a sudden a blimming avalanche descends on our heads! And there's even more to come! *Mystical* is described as an arcade game of exceptional graphic beauty in which you play a magician's apprentice and meet a crowd of characters who are "as diverse as they are ludicrous". But then they would say that, wouldn't they? We've haven't the foggiest idea when to expect a copy in the office but we certainly look forward it.

✖ And as if the French weren't enough, the Spaniards are even worse! Six months of complete silence and then whammo! Latest from the Madrid-based Dinamic stable is *Narco Police* (of which more later on in the issue), but early reports have it that their next release will be something called *Megaphoenix*. We don't know much about it other than it'll be a fast and colourful arcade game (with graphics that might conceivably knock your socks off) but we'll try to, er, keep you in touch.

✖ Birmingham biggies US Gold are still beavering away furiously on *Gauntlet 3 The Final Quest*, but in the meantime we've got their big-name compilation set *Coin Op Hits 2* to look forward to. Action-packed isn't the word here (although perhaps it is!) because included in the box will be *Ghouls & Ghosts, Vigilante, Dynasty Wars, Ninja Spirit* and *Hammerfist*. Pretty darned spanky, eh? They're planning to release it at Easter, when you should have enough spare time to get to grips with it!

✖ Who remembers *Flymbo's Quest* then? System 3've been promising it for yonks! Well now it's finally going to appear – in the form of a compilation game! We're not quite sure why a previously-touted full-pricer should have met with such cruel demotion but then ours is not to wonder why, eh, Spec-chums? Rubbing shoulders with *Flymbo* will be *Myth, Vendetta* and the *Ninja Remix* and it should be hitting the shelves soon.

✖ Gremlin are about to scoot off in a bit of a different direction from racing games. They've just picked up the licence for those cutsie little chappies *The Shoe People* (from Saturday morning telly) and are busy putting together an educational package around them. Appropriately called *The Shoe People* it'll feature all our Odour-Eater favourites like Sid Slipper, Flip Flop and Gilda Van Der Clog and should be out sometime in April. Oh, and did you know that they're a big hit in Russian? Well there you go – you learn something new every day!

ROCK AROUND THE CLOCK

April 1988

In which we start the first of an occasional Pssst series looking back in time at Speccy months gone by. Hurrah! We thought April 1988 sounded like as good a place to kick off as any, so, er – here it is!

Actually, it's got rather a lot to answer for – it's the ish Duncan reviewed *Advanced Lawn Mower Simulator* in and gave it a flipping Megagame! Oh no! (And he *wrote* the blimming thing!) The perennial Sinclair crapster, it's possibly the most copied title in the Speccyverse and still haunts us even more than Farty's ghost!

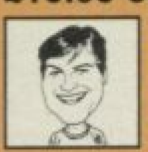
Other Megagames included *Arkanoid 2, Tetris* and *Firefly*, and in the Readers' Awards for 1987 everybody agreed that *Head Over Heels* was absolutely the bee's knees – and, if we're anything to go by, they probably still do!

FULL PRICE TOP 5

1. *OutRun* US Gold
2. *Match Day 2* Ocean
3. *Combat School* Ocean
4. *Gunship* Microprose
5. *Garfield* The Edge

MEGAGAME TOYOTA CELICA

Gremlin
£10.99 cass/£14.99 disk



James They're blimmin' well car mad, those Gremlin blokes. As if *Supercars* and *Lotus* weren't enough, they've just come up with a *third* vroom-vroom game called *Toyota Celica GT Rally*! What a bunch of complete boy racers, eh? (And yes, I know *Switchblade* didn't even have the slightest whiff of an exhaust fume in it, so just shut up, will you?)

The Toyota Celica GT4, for those who don't know, is a four-wheel drive rally car, capable of doing about 150mph round somebody's lawn. It even won the Lombard RAC Rally and the British Open Rally recently (for the second year running, no less). So we can safely assume that it's the bee's knees. How else could Gremlin resist the idea of standing by a freezing car track in Wales at 3.30am, getting all muddy and wet, just to see one of these cars zip past in .25 of a second. They couldn't, is the answer. So off they trotted, with their wellies on, to do just that. Then they came back, turned the heating up full and wrote the game. And I don't mind telling you that the result is very impressive.

Rally is in the *Lotus Esprit Turbo* mould. That, as you very probably know, was a Megagame (but only just). Spookily, however, *Celica GT Rally* was actually written before *Lotus*. About two-and-a-half years before. Yep, amazing as it sounds, *Rally* was knocking around for 3 years being speeded up and refined before Gremlin decided it was good enough to release. They also waited to find a rally car good enough to use as a tie-in.



Oww. I've got a small piece of glass in my eye. This is Mexico, by the way.



Oops. I think I've just lost control round this bend!

The game system is actually fairly similar for both, except that the Lotus remains all nice and shiny, whilst the Celica gets well and truly filthy (because it spends most of its time sliding into puddles). The road looks the same for both games, but there are big rocks and trees along the side for the Celica to crash into. (It's certainly a nice change for a game to feature a macho, dirty, smashed-up Japanese vehicle for once rather than a girly Italian racer!)

Okay then, what have we got?

Well, a big, powerful car and 30 bouncy roads to drive it on basically. Everything is seen from the driving seat, so you can watch your own hands spookily turning the wheel as you move the joystick. You have 3 countries to race in (England, Mexico and Finland), with 10 stages per country. You can practice in any of the countries, or can go straight into the stressful and exciting World Championship. Whey-hey! Let's do that then!

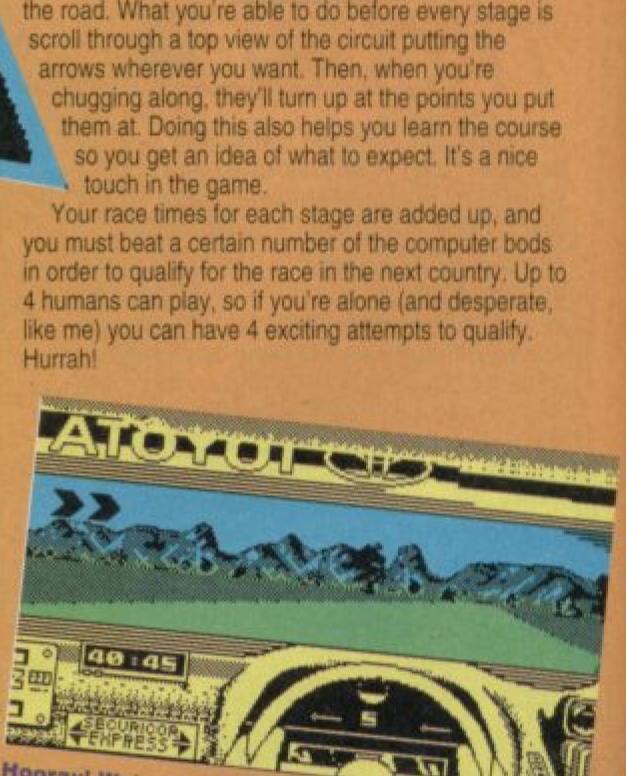
At first you'll probably choose the automatic car so you don't need to faff around with stupid gears and stuff. Then wait at the start line until the 'Go' signal flashes up. Put your clog to the floor and all 4 wheels'll spin as you belt towards the first corner. Because you're now a cool rally driver you shouldn't bother slowing down too much - just turn the car sideways and go round like that. Yahoo! Then straighten up (if you can) and head for the next corner. Easy-peasy (I don't think). Trying to keep your car heading (if not pointing) in the right direction is a mammoth task, actually, as well as a great deal of fun.

If you do come off the road it isn't necessarily a mega-disaster. Depending on how skilful (and, er, lucky) you are, you may still be able to slide the car back on course without losing too much speed (or your life). You have very little grip on the muddy (or sandy or whatever) verges, and if you happen to hit a (nicely drawn) tree, cactus or rock your windscreen will break and then you'll have to wait for ages for it to be fixed before you can drive off. Oh, and you also get a 20 second penalty. Boo hoo!

Each stage is timed, so you don't see any other cars when you're racing. You're really up against the clock, so you'll be stuffed if you crash more than twice (ie get 40 seconds of penalty time). Rather cleverly (at least I think it's clever), Gremlin have set up your Japanese jalopy so that the ideal speed for the course is quite a bit less than full throttle. This means that you should be oh-so-careful going round the corners because you're almost always zipping along far too quickly when you reach them.

But you're not alone in all this! Ho no, missus. To help you blast your way to a record time, you've got a sort of spooky invisible co-driver who indicates when corners are coming up with arrow signs by the side of the road. What you're able to do before every stage is scroll through a top view of the circuit putting the arrows wherever you want. Then, when you're chugging along, they'll turn up at the points you put them at. Doing this also helps you learn the course so you get an idea of what to expect. It's a nice touch in the game.

Your race times for each stage are added up, and you must beat a certain number of the computer bods in order to qualify for the race in the next country. Up to 4 humans can play, so if you're alone (and desperate, like me) you can have 4 exciting attempts to qualify. Hurrah!



Hooray! We're going flat out! (Those 2 dials are revs at the left and speed at the right.)

Exciting, you say?

Yes, very exciting actually! *Rally* is incredibly fast and smooth. The car handles realistically - and as I've put several real cars into ditches I should know! Pretty stonking graphics and good sound (although the engine noise sometimes cut out on ours, but that might just have been my slightly unorthodox driving techniques) certainly complete my happiness.

So how does it compare to the real thing?

Our illustrious editor Andy has actually been in a real Celica GT at high speed, with top rally 'driver' David Llewellyn. I asked him how it compares to the Gremlin game.

Er, well, they're very similar. Especially the trees. When you're travelling really fast you do actually see lots of trees. But this Rally game on the Speccy doesn't have the rabbits. Yes, I saw rabbits and waterfalls and, um, garages, elephants, and lots of things.

Are you quite sure about this, Andy?

Yes.

(Silence.)

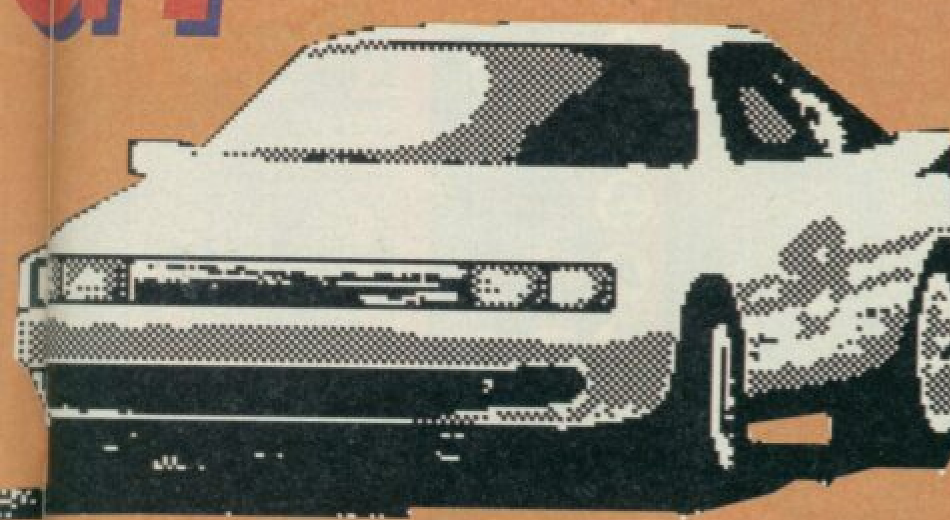
Oh, okay – so I had my eyes closed. Some dirt probably would have flown up off the road and into them if I hadn't! Even though the windows were closed and I had a helmet on. What do you mean "was I scared"? What a ridiculous suggestion. I was just being careful.

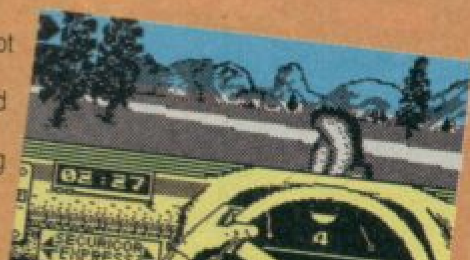
So that means you can't actually tell you how it compares to the game?

Er... no. But I know that Rally *is a lot of fun, and certainly much safer.*

(We made our excuses and left.)

GT RALLY





Brr. It's Finland, and I'm a tad frosty. I hope the Celica has got a heater.

Yep, it seems like the Grems have got the secret of fast and spanky road graphics well and truly sussed. The road view is the only thing which'll really remind you of *Lotus* when you're playing the game. That and all the menus, which are very similar as well (why change a winning formula?). Oh, and the undulating road which means you can bounce over hillocks and can't see in front of you. Ahem. So, er, it is a bit the same but it's by and large it's not. If you see what I mean.

Which only leaves me to make up my mind about the score. Is it...? Could it possible be..? Yep, I reckon it is. I'm getting a bit jittery about all these Megagames Gremlin seem to be getting all the time but, heck, if they deserve it then why not? Hurrah! Now load it up and give me another go.





It doesn't matter now. We've all perished in the crash. (The flames might keep us warm, though.)



finalverdict

80
60
40
20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
86°	87°	91°

DIAGNOSIS

Very smart little racing game – handsome to look at, fun to drive and fast, fast, fast!

INSTANT APPEAL 91°

90°

JOYSTICK JUGGLERS

It may still be cold but judging by the eruption of daffodils outside the *YS* shed it's safe to assume that Spring's bounced back into bloom. A season of funky good cheer and poetry, we couldn't think of a better time to ask our Joystick Jugglers to come up with a quick little ditty of rhyming rumination. Hurrah!



Andy Ide First up was the Big Ed – he'd sheepishly squeezed his way to the front of the queue and was scribbling away on the back of his hand. "Right. This is my poem and it's called *Solstice...*

❂ In the spring when winter's gone,
The days get rather long.
Winter nights are dominated by the moon,
But, in spring, late nights seem like noon.
This is due to the spring sun,
Shining like a yellow bun."

Well, what could we say? Good use of the word 'dominated', we suggested (very poetic), but a bit of a shame you couldn't get an actual mention of 'solstices' in anywhere, Andy. "No room," he said. "And anyway , the domination thing's the whole point. Up the revolution!" We made our excuses and left.



James Leach "Do I have to? I'm really crap at poetry." Yes, we said forcefully. "Gosh, you're really mean... um, it's called *Little Lamb...*

❂ Little lamb, you are so fluffy,
Skipping like a fool.
You are white and puffy,
Like a ball of cotton wool."

Ha! Ha! Ha! We thought he was just being modest, but he really is crap! We gave him another chance, we even offered him a Creme Egg, but he wasn't having any of it.



Linda Barker Oh dear, we thought, not a soppy one! But she told us she was in a really mean-'n'-manly mood. "It's called *Boots...*

❂ Me and my boots, we trample round the farm.
We drink beer and eat a lot of meat,
We crush buttercups and do a lot of harm.
Then we go home 'cos we're dead beat."

Is that it? we asked. "Yes. Didn't you like it?" Well, it wasn't very spring-y. "It was, it had a farm in it. Shall I do another?" No. We had to give her a Creme Egg to make her go away. What a pest!



Jonathan Davies Our only instruction to JD (after we told him to stop hiding behind the desk) was that he couldn't mention Farty. He thought about it for a while and came up with this... "It's called *Apple Pie...*

❂ Among the crocuses my love and I
Sat and talked about apple pie.
All day long we watched the sky,
And talked about apple pie.
When it got too cold my love and I
Went home and ate apple pie."

Very impressive, we said – well done, Jonathan! But he'd completely disappeared again and we found ourselves talking to an empty wall.

HIGH SCORES

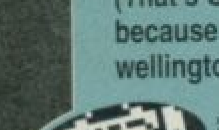
90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!
80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!
70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.
60° – 69° A few niggles. Lacking in certain areas. Think before you buy!
50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.
40° – 49° Um, below average (believe it or not).
30° – 39° So sick it's due to be hospitalized.
20° – 29° Very poorly indeed.
10° – 19° Critical – not expected to last the night.
0° – 9° Clinically dead.

NARCO POLICE

Dinamic
£9.95
cass/£14.95 disk



Linda How come I get all the foreign games? First *North & South* last month, and now *The Light Corridor* and this! It must be my half-Italian good looks, or maybe the fact I can speak 36 languages (all at once). Ich bin ein Bauer, weil Ich Gumm-istiefel habe. (That's German for "I am a farmer because I have a pair of wellington boots". Posh, eh?)



Anyway *Narco Police*. Mmm. Sounds a bit like *NARC* to me. Let's see. It's the year 2003 and a fifth of the world's population are drug addicts. This makes the drug dealers very, very rich indeed, not to mention very, very powerful. To remedy this situation each country has donated 2 of their top policemen to form a new narcotics squad – the Narco Police.

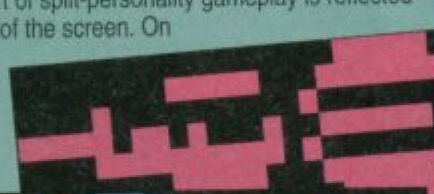
It's not many cops per capita, you've got to admit (in Britain it'd mean 12 million druggies with only 2 cops to deal with them!) but these boys are rock-'ard pros and no mistake. They know where they're going – a 'drugs factory' called the Narco Processing Centre on an island near Colombia – and they're going to kick a lot of bottom when they get there. So it's time to pack the Marmite and off we go!

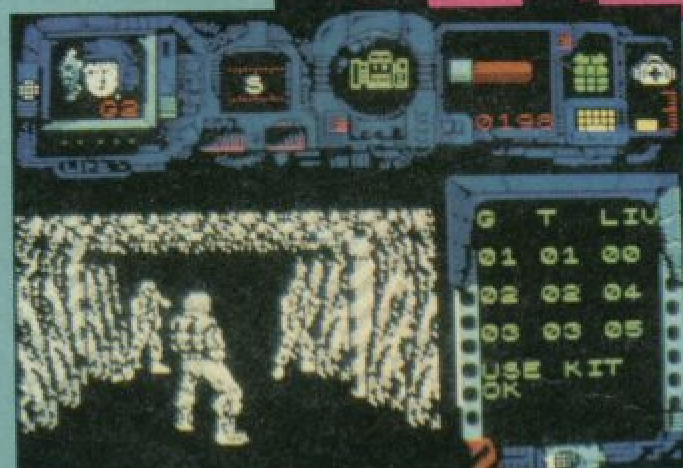
The taste of paradise

On the surface the island looks much like any other tropical paradise, but don't be deceived! Beneath the lush greenery is a network of high security tunnels which lead to the Central Processing Lab. Three units of Narco Police are flown onto the island and you are in constant communication with them via the Personal Intercom Unit.

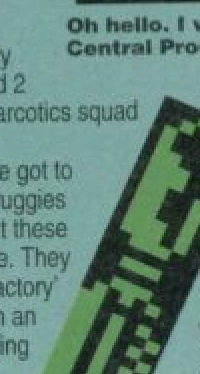
The aim of the game is to get at least one of your men to the lab, plant a bomb or 2 and then scarper as the whole caboodle goes up with a mighty bang, crash, wallop. You do this with a mixture of strategy tactics (switching control of units, launching missiles, sending in support troops etc) and shoot-'em-up skills (shooting all the 'orrible nasties who try to stop your men running through the tunnels).

This is sort of split-personality gameplay is reflected in the layout of the screen. On the right is your Personal Intercom Unit (this is where you work out the strategy bit) and on the left is the little chap you're controlling. He moves forwards, or sideways, and you follow him from behind (and he's dead impressive!).





Oh hello. I wonder if you could tell me the way to the Central Processing Lab? (Blamblamblam!) Er, perhaps not!

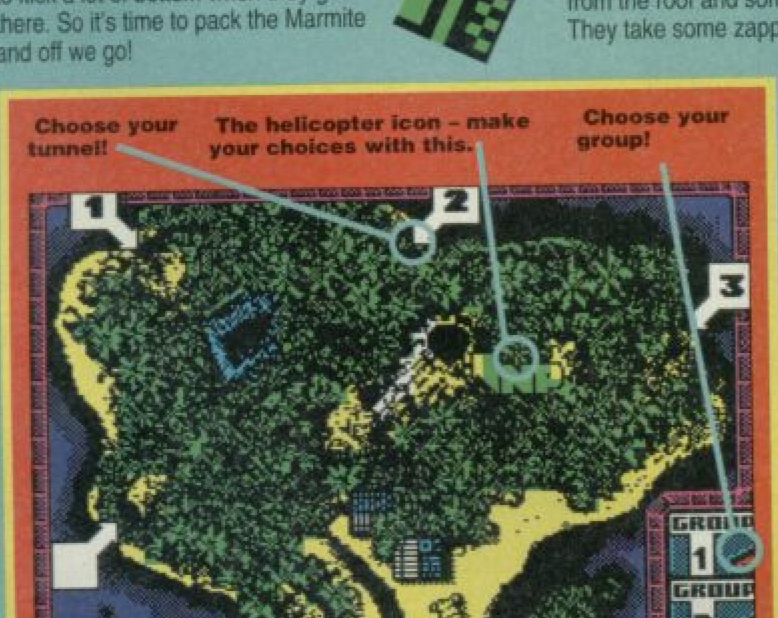


Tumbling terrors

And it's a right old palaver when you get down into the tunnels! You don't get faced with your usual baddies, ho no – these guys are circus extras, tumbling down from the roof and somersaulting at you the whole time! They take some zapping, I can tell you (though they do act to a set pattern).

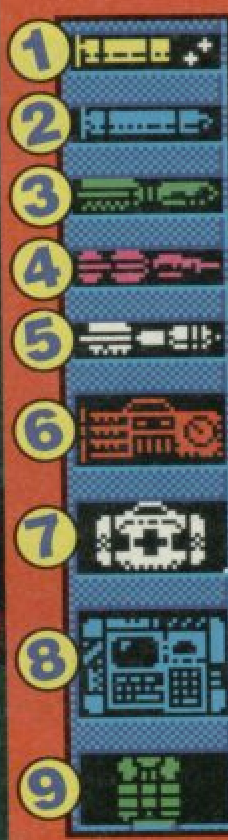
Once you've finished with them you get to blow up a tank, then it's on to deactivating the terminals. Sounds easy written like that but it's a real maze down there with plenty of really mean (and I mean really, really mean) meanies to get through – and as you progress so they get more 'special'. Now, when something's called 'special' there's always a reason. "What's he like?" "Oh, he's kinda special, he's got a portable rocket-launcher." Hmm. Then all you've got to do is find your way to the Central Processing Lab. Ha-ha.

Remember you've got 3 units, so you can try and move them all towards the lab bit by bit. Or you can try and do it with just one, and keep sending support troops when you run out of men.



BIG BOYS WITH BIG TOYS

There's an awful lot of firepower in *Narco Police*. If you're a bit of a big girl's blouse you can always get the computer to choose your weapons, but for the rest of us, feast yer eyes!



1. Choose which group to arm.
2. 12 Caliber Magnum Cartridges – powerful and reliable.
3. 12 Caliber AA-1 Explosive Cartridges – high destructive power.
4. T-71 50mm Mini Missiles with Standard Expansive Warheads – medium power. Need 3 for a reinforced door.
5. T-72 50mm Laser Guided Mini Missiles with Perforating Warheads – the most destructive missile.
6. Thor M2 Demolition Equipment with C4a Advanced Plastic Explosives – essential, use only when it's absolutely necesarry (ie right at the end.)
7. MP 607m – reliable multiple weapon with 'Little Pig' Multifunction Gun, 12 Caliber Semi-automatic Shotgun and 50mm Class T Mini Missile Launcher.
8. Medical Kit.
9. Bullet-proof vest.

Twinkle, twinkle little sprite, now it's time to say goodnight!

Narco Police, despite sounding a bit like *NARC* and having a similar scenario, is a bit of alright. I don't really go a bundle on shoot-'em-ups normally but I like this because of the strategy element, and it's that little bit extra that makes it that little bit special!

Dinamic have really done themselves proud with the Speccy version too (it's certainly better than the Amstrad). Despite being in monochrome the little sprites are crystal clear and there's no confusion over where you're going. When the little chap fires away with his gun he's sort of pushed back by the force of the shot, and when he moves he could almost be dancing – it's all really smooth. In fact the whole thing looks absolutely spiffing, and it plays pretty well too. If shoot-'em-ups with brains are where you're at then this could just be right up your street.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
82°	86°	79°

INSTANT APPEAL 80°

DIAGNOSIS
A 'strategy' shoot-'em-up with good looks and brains too!

80 60 40 20

83°



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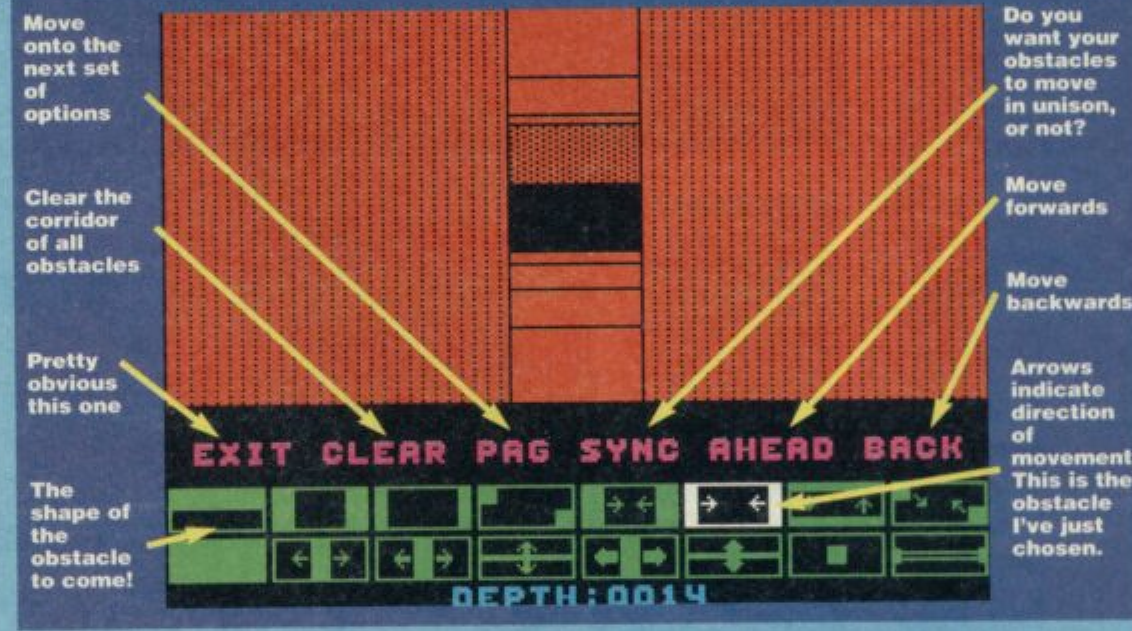
THE LIGHT CORRIDOR

Infogrames
£10.99 cass/£15.99 disk



Linda Imagine hurtling through a tunnel at the speed of light and watching the walls change colour. Good, eh? It'd be like travelling through a rainbow.

And, spookily enough, that's just what *The Light Corridor's* about (sort of). According to those rather funky people at Infogrames the aim of the game would seem to be to "illuminate the stars again in a new born universe". Eh? I haven't got a clue what that means (maybe I'm just not metaphysically-minded enough!), but I'll try and shed a bit of light on the thing anyway. (Hem hem.)



I can sing a rainbow

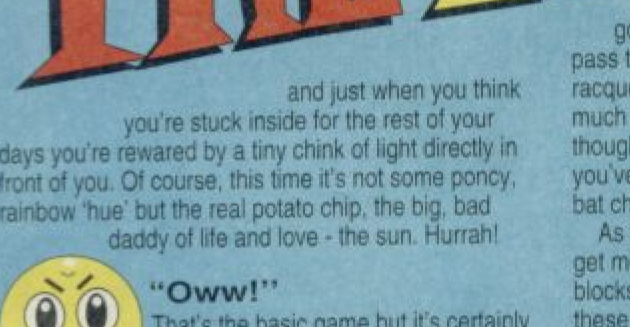
Basically it's about hitting a ball (or 'metallic sphere') down a very long tunnel littered with obstacles. To do this you're equipped with a see-through raquet which you hit the ball with (or try to) every time it bounces back. As you progress the tunnel changes colour, and just when you think you're stuck inside for the rest of your days you're rewarded by a tiny chink of light directly in front of you. Of course, this time it's not some poncy, rainbow 'hue' but the real potato chip, the big, bad daddy of life and love - the sun. Hurrah!

"Oww!"

That's the basic game but it's certainly not all there is. No way, José! First you have to master the batting technique. You move with your bat, which means it's always at the front of the screen as you go forward. The hardest thing here is when the ball gets lodged between your bat and an obstacle, because if you try and roll it out if flies off behind you and you lose a life! (Mind you, you do get rewarded by a brilliant sound – a sort of manly high pitched "Ow!", a bit like James Brown squealing "I feel good". Spook!)

You start off with 4 lives/balls, but by moving your bat through the little things that look like motorway signs with a 'L' on them you can pick up an extra metal ball. There are other signs too. The one with 2 little rectangles on turns your single transluscent bat into 2. The trouble with this is you only have control over one while the other one dodges around. Sometimes this is quite useful as it's something for the ball to rebound off if you miss. At other times, like when you're trying to get under a barrier and it won't move down to the right level, it's just annoying enough to make you stamp your feet and go "Grr!" a bit. (A much better signpost to pass through is the single square one which gives your racquet a boldly-defined edge. It doesn't do anything much apart from making the bat easier to see, but I thought it was pretty groovy!) Oh, and you know when you've passed through a sign 'cos not only does your bat change (!) but it makes a daft little ping noise too.

As the colours switch (every 4 levels) the obstacles get more difficult. At first it's just stationary blocks, a bit like dividing partitions, but later on these start to move (like lift doors opening and closing). Obstacles come in all shapes and sizes and the best way get to know them is by going down to the option menu and checking out the best bit of the game...



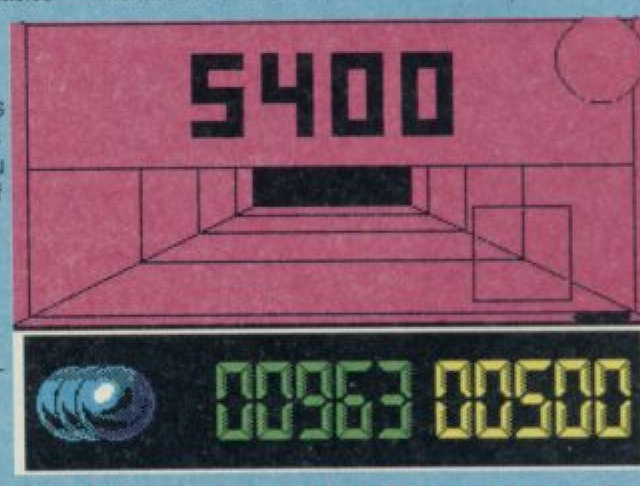
I seem to have 2 racquets. A good thing really seeing as that ball is coming straight at me. Eek! And there's no dodging either. (What d'you think of the colour? Spooky, eh?)

Creating a corridor

This is what makes *The Light Corridor* that wee bit different – the chance to make your own tunnel and choose all your obstacles. The best bit is simply playing around with the 2 sets of options (they sit in a control panel at the bottom of your screen). There are blocks that move and don't move, obstacles that work in unison with each other, the lot – in fact, you can use pretty well everything that you get in the normal game to set up the most impossible corridor of your dreams and then save it to tape or disk! Funky, eh? It's even more fun with the 2-player option, 'cos if you've made the corridor then you know when the difficult bits are coming up and your mate won't. (But that's a bit nasty and I know that you don't think like that!)

Fab and groovy

Despite all the nonsense on the packaging about "chromatic harmony" and "sensitive universe" this is actually a good, honest, down-to-earth game. At times it's like playing squash and at others it's like a space age version of an obstacle race in *The Krypton Factor*. It goes on about being something to do with "the echo of light on the walls of silence" but it's not at all (unless you turn the sound down!). I thought it was pretty fab and groovy. Bits of it had me close to tears (of frustration), but I still kept going back for more. It's that sort of a game. Another corker for Infogrames after last month's *North & South*, so well done, chaps!



Hmm, the problem here is that if I move up to get the ball I'll get stuck in a tight corner!

finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
82°	77°	85°

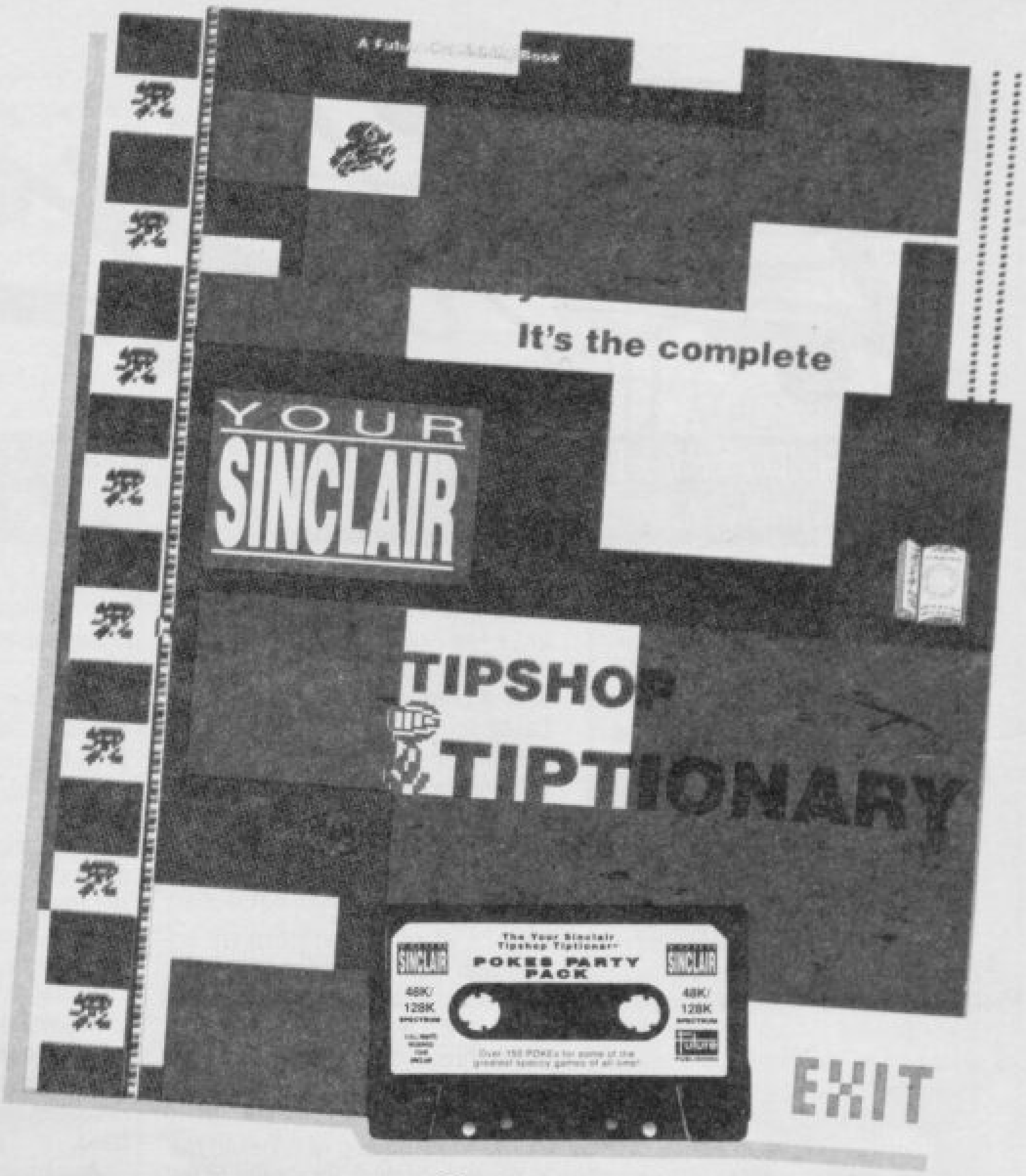
INSTANT APPEAL 79°

DIAGNOSIS

Not at all easy squash-like affair, with really good game-maker. Well worth wasting some time on!

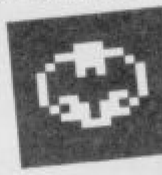
80°

IT'S HUGE! IT'S HAPPENING! IT'S THE COMPLETE YS



TIPSHOP TIPTIONARY!!

So what's all this about a book then?
Well, it's simple! You readers have been our chums for quite some time now, and, although you're probably quite content simply receiving your copy of *YS* every month, we thought you deserved a little extra something. So we've written you a book!

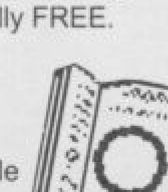


Blimey! So just what's in this 'book'?
Tips, that's what. And more. What we've done is chosen some of our most favourite games ever, written a bit about them and then collected every single tip we could unearth for each one!

Okay. I want one.
Hang on a sec – there's more! We've also squeezed about 200 extremely practical POKEs into one program and popped it onto a cassette. It's stuck on the front and it's totally FREE.



I *want* one!
But wait! Budgie tips are included as well, there's a whole bunch of maps to guide you through the trickiest of games...



NOW!
... then *another* colossal POKE bit with 'nearly' 1,000(ish) Multifaces on hundreds of different games, and a guide to the history of Spectrum games, with top fives for the last six or seven years.



... Anything else? ... Or can I order my copy now?
Just a few jokes at the back.

Right! I'd better fill in the coupon then!
Perhaps you should.



Want one? I'd love one! Please send me The Complete *YS* Tipshop Tiptionary at the ridiculously generous price of £8.95. (Oh, and I've also added £1.45 to cover the cost of postage and packing.)

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Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners receive three free games! All letters win a YS badge!

...Scotland. It really exists, and can be found just to the north of England. And I think that Scotland's a pretty groovy and happening place! So since this is my letters' page (and I can do whatever I jolly well want) I've decided that all the letters this month have to have been sent from there. Hurrah! Och aye, hoots mon (and so on).

POTENTIAL RIVAL DEPT

My friends and I are trying to produce a magazine. We would be very grateful for any information. It is a games review mag.

James Grace
Chatham, Kent

What a coincidence! My friends and I are also trying to produce a magazine. Here's some information for you...

The fastest biplane in the world was the Italian Fiat CR42B.

Paper money was invented by the Chinese in 812 AD.

*But perhaps I should stop being so facetious. What you **really** need is a shed and some computers, and then to grab hold of an 'art chick'. (This can be any girl with a set of crayons and a 50s haircut.) Next, get a few people who don't mind playing crap games all day, then writing crap reviews about them. Lastly you need a typical hippy with long hair to tell the others what to do. Oh, and if you need somewhere to start your operation, Scotland's the place to go.* **Ed.**

BIT OF A WORRY

I am 13 years old and I think I'm in love with Rich 'I Am Awesome' Pelly. I have little captions that he's written glued to the wall and have sent a death threat to Michael Jevons for drawing that Mr Peli picture in issue 61.

I have a girlfriend who kicked me in the undesirables for saying to my friends that she was as beautiful as Rich. I then dumped her. Please tell me how to explain my love to my parents.

Gareth Purvis
Co Londonderry, N Ireland

PS Please send me a pair of Rich's flares.

Teenage angst, eh? Oh, I remember it well! First off, you can't love him that much if you can't even spell his name right. It's Pelley not Pelly. I knew that and I don't fancy him a bit.

Love is a strange and a wonderful thing but, more often than not, it's a thing that parents just don't understand. My suggestion is this – don't tell your parents about your infatuation up-front. Instead show them this copy of YS (or better still, get them to buy a copy each) so that they'll find out in a slightly 'softer' way. Of course you might still want to leave home for a couple of months in which case I'd suggest a few relaxing weeks in Scotland. Prestwick is very nice, with excellent airport facilities close at hand.

And I'm afraid you can't have a pair of Rich's flares. He's got his mum to take them all in because, let's face it kids, they're just not trendy anymore. **Ed.**

TEA BAG TERRORISTS

I have enclosed a treat for Andy (Happy Shopper Tea Bag).

The Hippies Assassin Club
Dyfed, Wales

PS Ha Ha Ha Ha!

What's this? Some kind of pathetic double-bluff? Maybe I'd better check it out on James first. (Sounds of tea making.) And get your grammar right. It should be 'The Hippies Assassination Club', not 'The Hippies Assassin Club'. Unless of course your club only has one member, which I rather suspect to be the case. (Sound of James dropping to floor.) Congratulations on the cuppa though. **Ed.**

MARRY A MAG TODAY

I think your magazine is beautiful and I want to marry it. As you own this magazine I thought it only fair to inform you of our engagement. After our marriage we will go and live on some distant exotic tropical island like the Isle Of Man. You needn't worry though, as I will take very good care of your magazine and won't go off with any other mags.

Andrew Stuart
Oadby, Leicester

PS Wedding presents welcome.

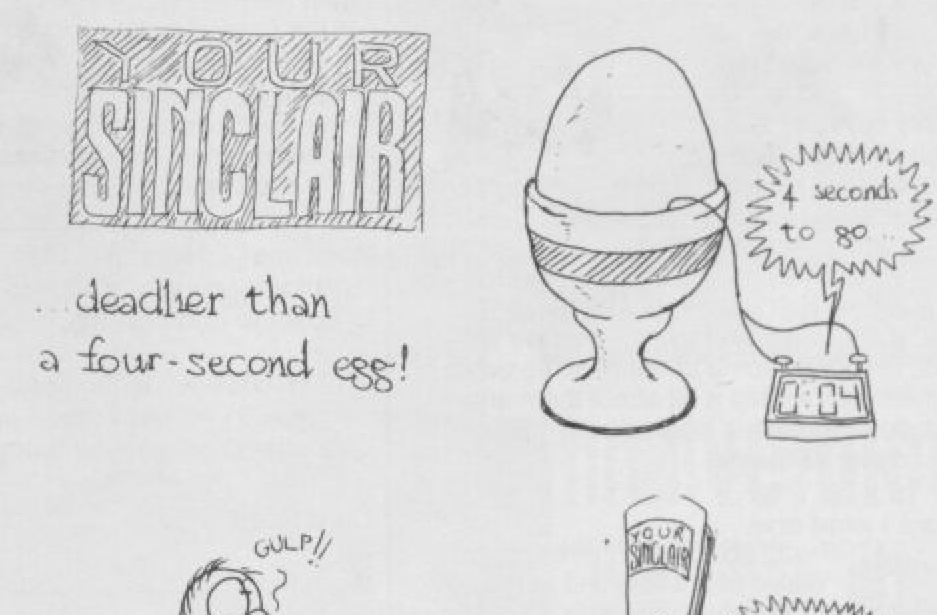
Lumme, the spring air's getting to everyone this month, isn't it? Anyway, what a lovely idea, but I think it's only fair that I should warn

DOODLEBUGS



Cor blimey! No *Turtles*! No *RoboCop* mop, top or flop! No piccies of *Navy Seals*! Instead it's a picture of, er, something drawn by ANTHONY WHITAKER, from Thatcham in Berks. He's also got a letter printed somewhere in this issue. In fact he's probably trying to take *YS* over. Still, make of his drawing what you will. At least it hasn't got the word 'Cowabunga' in it.

But it's always possible that you could do better! You have the power, after all. Here's how – you get a black pen, move it up and down at random over a piece of paper until an amusing image is formed, then send that image to Doodlebugs, *YS*, 30 Monmouth St, Bath, Avon, BA1 2BW. (If it isn't amusing, however, we'll throw it at random around the office until it goes in a bin.)



STAR LETTER



BACK TO THE FUTILE

Seeing as the Government Postal Service has just invented Time-Travel Mail, I thought I'd try it out and see how it works. As I write it's 2028 AD.

A few comments. The 24-pack on issue 509 was great, even if some of the games were a bit ancient (I mean *Gauntlet XCIII* was so old you'd think it was written in machine code! And as for *Psycho-Alien Part 8* – it was so drab I wouldn't be surprised if it was coded before the implementation of the 'new' Speccy graphics chip!). The coupon to send off for a free hydraulic old-style arcade machine was good, though.

The feature on the forthcoming Spectrum Ultra-19 Console was interesting – took me back to the days before Clive Sinclair was assassinated. Good to see Commodore going into liquidation too. They've hung on to their last threads for long enough now!

I see the mag mag has gone up another ECU30. I remember when it was only a few pounds (remember them?), before Heinz entered the micro market and bought Amstrad out. It seems like yesterday. (By the way, isn't it time you changed the logo? That gold-edged hologram look went out years ago.)

Well, time to go. I'm proud of the Speccy to have stood up for so long – remember back in the times before the Royal Family was executed for being totally useless? And people were saying that the Speccy had no future – well we showed them, eh? Here's to another 40-odd years.

Leigh Loveday Jnr
Citystate W Glamorgan, Wales

PS Is *Trevor Android's Zero-Grav Water Polo* really worth getting?

You're obviously lying. Why ask us to remember things that plainly haven't happened yet? Why not write to the futuristic Ed of issue 509? Then he can make the changes you suggest.

And what's all this talk of the future about anyway? I think everybody should live for the moment and have a really groovy time right now! (We can't - everything's crap at the moment. Everybody in the world) Blimming heck! What a bunch of pessimists.

(Mind you, this 'Time Travel Postal Service' idea isn't half a bad idea. It'd be dead good to have a penfriend from a different century. I think I might write to Sir Walter Raleigh.) **Ed.**

you of what a massive responsibility you're undertaking. By marrying the mag you are, in effect, marrying all us staffers too! And we're hell to live with. I need space for my meditation and hair, Sal needs space for her 'art', Linda needs masses of room to funk out to her 'music' and James and Andy Ounsted need room because they keep fighting and knocking things over.

SMALL PRINT



I'm bored, bored, bored. Three things stop me from going utterly mental.
Richard Hothersall, Sherwood, Shetland
How can you be bored in action-packed Scotland, where all sweets are free and arcade games cost only 2 Scottish pence? **Ed.**

I hate pine needles!
King of the Carpets, Kidwelly, Dyfed
I shouldn't think they're too keen on your feet either. **Ed.**

What are you doing in my chair?
MB, Happy Valley Secure Hospice, Avon
I'm the Ed, so it's my seat now. Mine, mine, mine! **Ed.**

The World is crap.
Daniel 'Neighbours' Ramsey, Corringham, Essex
Tell me something I didn't know. **Ed.**

I'm afraid I agree slightly with Mr McKean. But I do have the mind of a 6-year old.
Carole Atkinson, Kendal, Cumbria
Give it back immediately. **Ed.**

We all love Linda B.
Ryan Muliette, Worcestershire
Now this is what makes the world go round. **Ed.**

They're nothing but a pair of juvenile delinquents!

By the way, deserted Scottish islands are far more romantic than the Isle Of Man. **Ed.**

EVERYBODY NEEDS GOOD NEIGHBOURS...

I was reading through my copies of *YS* when I noticed that you said you watched *Neighbours*. So I thought I'd give you more computer playing time by telling you what I think will happen in the last episode of *Neighbours*.

The basic idea is that a mean old businessman wants to knock down Ramsey Street to build a rubbish newsagents.

To stop him, Henry Ramsey must get a document stating that he owns the land but unfortunately it is in Bath. Jamie (by now a successful businessman) remembers that the fab *YS* gang work in Bath. He contacts them and tells them what is happening in Ramsey St. The *YS* gang agree to bring the document to Australia (they always wanted to see Aussie Land, especially Linda because she'd like to hold a Koala bear).

Before they can reach their destination a star smashes one of the wings of the plane they are travelling in!

Meanwhile, back in Ramsey St, the businessman (who turns out to be Mark 'Blow-Them-Up', an evil genius intent on ruling the world) is about to drive a bulldozer through the street when the *YS* gang's plane crashes on him, saving the world.

News of the gang's heroic efforts boost sales of *YS* and the people of Ramsey St live happily ever after.

Well, what do you think? Worth a Star Letter? Can I get a Trainspotter badge for saying that in in issue 62 the photos in the *Edd The Duck* review are in black and white, so we can't see how colourful it is?

Michael Rees
Roath
Cardiff

This isn't really a very fab idea at all. I'll tell you why.

Firstly, Henry Ramsey has left, which puts your script somewhat out on a limb.

Secondly, Linda is actually allergic to Koala bears, and would rather cuddle an angry wasp's nest.

Thirdly, although we watch Neighbours *and think it's pretty funky, we're going through a bit of a 'bored patch' at the moment and we've come up with a soap opera of our own. It's called YS Street, and it'll star me as the businessman determined to pull down the world and build a car-park. JD, Linda and James will try to stop me, but the only thing that'll halt the project will be Rich's stupendously scary snarl and the ghost of Farty the Warthog.*

WONDERFUL WORLD OF SPECCY



Gosh. South Africa! It's not Scotland, but it's pronounced in a similar way (Seeeth Efrica, if you happen to come from there). And there was also a letter from Italy, near Edinburgh in Scotland, and from Sweden, which is just off the beautiful Scottish coast. But we couldn't fit them in.

Yes, that's right – real genuine authentic South African (Proof... Ek kan nie Afrikaans praat nie!).

Now, listen up, people. *YS* is the coooolest mag in the universe, but here in SA it's really difficult to get, and if ya print my letter (well if you don't you're a bunch of aardvarks) I probably won't see it, so you must pleeeaaasse write to my Uncle in England to send me the following information – when the next issue will be in SA, and, possibly, where I can get it.

And if you can't gimme the information, just (pleeeaaasse) send the printed letter with the badge (and the 3 games) to me. I'm not asking too much (er...or am I?). Well, why not take my advice and print something different for a change?

Ryan Hill
Port Shepstone, Natal
South Africa

Why don't ***you*** *write to your Uncle? It seems by far the easier option. And what's all this 'pleeeaaasse' business? You obviously can't say 'please' properly. I wonder if this goes for all 'SA' people. I'll ask James' mum – she comes from South Africa.*

Me: *James' mum, do you South Africans say 'pleeeaaasse' a lot?*
James' mum: *No, we say 'please' like everyone else.*
Me: *Oh. So this Ryan fellow has a speech impediment or something?*
James' mum: *Probably. I've never met him.*
Me: *Oh.*
Ed.

KINDLY LEAVE THE STAGE



It's back! The bit you read – and then wonder why!

First up is **Richard Hothersall** of Sunny Shetland (book your gorgeous hotel now to avoid disappointment). He sent in the following 4, erm, 'jokes' (although a couple of them are not quite as crap as the usual dross)...

Q: What is small, brown and says "No thanks"?
A: A peanut on a diet.

Q: What is white and goes "shlurp, shlurp"?
A: A golfball eating soup.

Q: What is black and goes "h-h-h-h-h-h-hello"?
A: A pair of binoculars with a speech impediment.

Q: What is large, red and not very useful?
A: A telephone box in a desert. *(Eh!? Ed.)*

These next are from **A. Non.** He doesn't say where he's from. But it isn't Scotland, that's for damn sure as eggs are mustard.

Q: What do you call a small Australian mammal that's always being sick?
A: A vombat.

And there you have it. Pitiful isn't the word. If you think you could do better, then write in to Kindly Leave The Stage, *YS*, 30 Monmouth Street, Bath BA1 2BW, and you could just win a badge of a distinctly *Your Sinclair*ish variety.

Er, thinking about it, maybe that's not such a hot idea either – Farty never appears when you want him to.) **Ed.**

BIRTH OF A COMPANY

I am a bit annoyed that you took the p*ss out of me in one of my letters (issue 62 page 38) so you'd better not do *that* again.

Anyway, my friend Niki Murkett and I formed a software development company called Terabyte Software. I designed the logo pictured here *(Sorry. Lost it. Ed)*, and our first game is going to be called *Dark Legion*.

So, what's all this got to do with you, you ask. Well, we would like it to become successful, and, to keep our morale high, we'd be happy if you sent the 3 games to the address given. Besides, I'll forgive you if you do. Because I have a heart, and I just looooove *YS*.

Anthony Whitaker
Thatcham
Berks

I've got a heart too, it goes boom diddy boom diddy...anyway it doesn't seem a particularly good reason to give you 3 games, does it, Anthony? I mean, if you were any good at producing software, you'd do them yourself.

Also, if you've just started a company, your morale should be high enough as it is. You shouldn't need artificial stimulants like free games from a magazine to keep your spirits up. It all sounds a bit dodgy to me, like you haven't got the willpower to see this thing through.

And who is this Niki Murkett anyway? Is it a girl or a boy? And what is he/she going to do in your company? Can you trust him/her? It's going to be difficult working with someone when you aren't even sure of their sex! My advice is to up sticks and move to somewhere nice. Scotland's your best bet. Oh and by the way, love is spelt l-o-v-e. There's no such word as looooove. Get yourself a dictionary. These are readily available in all good bookshops in Aberdeen. **Ed.**

TRANSPOTTER AWARD



WHERE'S THE B IN POLAND?

I have found not one, not 2, not 3, but 4 mistakes – yes, 4! The first was in issue 62 where you spelt my name wrong. It's D Calafato not D Calafata. The second was in Ish 61 on page 27 in "Ho Ho Ho. It's Corking Christmas Compo Time!" where to the left of Belgium you put an 'a', to the left of Poland and Russia you put a 'c' instead of a 'b' for Poland. The third mistake was on the answer form where you never left an answer space for question 49, and the last is for question 5 where you said "If you can communicate without speaking, what are you?" Apart from the answer, one can communicate by writing, Morse Code and by hand signals and probably more different ways.

D Calafato
Eastleigh, Hants

Actually you've been spelling your name wrong all these years. Blimey! Fancy not realising. And Russia and Poland were both Communist, so both got an equal 'c'. No space was needed for question 49 because it was rhetorical, and, er, you're probably wrong about the communication thing as well. So tough. You thought that because I'm a bit of an old hippy, I'd be a pushover for giving out badges. Well you were wrong. Nobody deserves a badge because everything that is printed in YS was put there by a kind of cosmic karma thing. So even the mistakes are correct, and are supposed to be there, in a spooky kind of a way. **Ed.**

FOUR PACK CONFUSING

Gimme, gimme, gimme. I am claiming a Trainspotter Award for noticing a mistake in the December ish. On page 106 it told you what was in the next issue. It said there was a 4-pack cassette. Wrong! It was a 5-pack cassette. It had 3 games and 2 playable demos. So hand it over please! Or I will never buy YS again (well maybe not for a month or 2).

Euan Briggs
Arbuthnott, Kincardineshire

Blimey. Fancy complaining when you got more than you expected. And it's hardly think a mist... hang on. Kincardineshire (Sounds of the tatty YS Road Atlas being riffled) – that's in Scotland!

Hurrah! Yes, yes. Of course you can have a Trainspotter Award! In fact, have 10! Oh, Scotland's so scenic at this time of year... **Ed.**

OBITUARY



Bud Pico RIP

Dear Spec-chums,
It is with some regret that we have to inform you of the untimely departure from this world of international DIY superstar and regular contributor to *YS*, Bud Pico. Yes, Bud, loving son of telepathic troubleshooter Madame Pico (the recent kidnap victim of an unscrupulous advertising agency) and self-styled guru of the Speccy world, has shifted off this mortal coil.

Details of the nature of this passing are scant, but from what we can gather, Bud was lost at sea whilst trying to experiment with the use of puffed rice cereal as an oil slick cleansing agent. Whilst on his way to combat said slick in a boat of his own construction, the vessel mysteriously disolved off the coast of Morecambe. Rumours that the hull had been assembled using a non-water-based adhesive remain unconfirmed.

As a consequence of Bud's tragic loss at sea Britain's north-western coastline is now threatened with the world's largest Rice Krispie slick. The public are asked to keep a sharp eye out for the approach of said ecological disaster – the imminent arrival of which will be heralded by a loud 'snap, crackle and popping' noise.

In respect of Bud's wishes his ashes were packed into a Rice Krispie box to be buried at Battle Creek in Michigan, the birth place (in 1860) of Will Keith Kellogg, the breakfast cereal magnate.

***Bud Pico**, born 1956, died 1991, somewhere off the coast of Morecambe. As well as a monthly contributor to* Your Sinclair, *Bud Pico was the author of* The Pico Hip And Thigh Diet *and* The House That Bud Built. *He was rumoured to have authored the libelous leaflet* Ten Reasons Why Bob Symes Is A Flagrant Old Nonce. *Madame Pico has just completed her first published work* Husky Racing, The Pico Way.

TOP 5 READERS' GAMES OF 1990

Award ceremonies, eh? What a bunch of crap – all those men in beards and ex-Miss United Kingdoms in sequins! Here at *YS* we decided that *our* Readers' Awards ceremony would be a much more friendly get-together. So it's 'hands round the gas fire' time as we go over LIVE to the *YS* shed to meet our lovely hostess for the evening, Miss Hackney 1987, Linda Barker! Can you hear us, Linda?

I certainly can! Good evening, ladies and gentlemen, and welcome to Le Shed for the annual *Your Sinclair* Readers' Awards. In the audience tonight are many big names who are just itching to hear those all-important results, so without further ado let's dive straight in.

No5

And let's hear it for our first guest – the very lovely **Jon Pillar**. And what have you got in your envelope for us tonight, Jon?

"Erm, in fifth place is ***Robocop 2*** from Ocean."



Phew! Well, that's certainly picked up a lot of votes considering it only came out at the end of last year! But it is still officially a 1990 game (just!). Thanks, Jon!



Chase me!

No4

Onto number 4, and the man with the envelope this time is that busy newcomer to our pages, Mr **James 'Stud' Leach**.

(Phwoar! Audience)

Welcome, James. And how are you this evening? Excited?

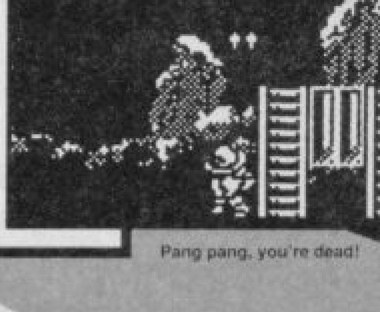


"Well, Linda, I'd just like to take this opportunity to say how pleased I am to be here and that I esteem it a great privilege to be here and..."

(Get on with it, you pillock.)

"And in fourth place it's ***Pang*** from Ocean! Hurrah!"

And another late entry! It even got exactly the same position in our Jugglers' Top 5 as well. Thankyou very much, James!



Pang pang, you're dead!

No3

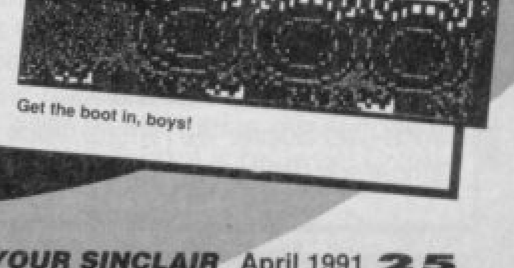
Well, another win for Ocean there – are they going to sweep the board? We'll have to wait and see! Now, I'd like you to welcome the man with the third envelope, the extremely suave and sexy Mr **Richard Pelley**.

(Woo woo! Cor! Audience)

"Hep, yeah, get down and groove! In third place it's ***Midnight Resistance*** from Ocean. Check it aarrt!"



What – Ocean again?! (This is getting a bit ridiculous, isn't it, Specchums?) Still, *Midnight Resistance* did score a whopping 92° and nobody can argue with that! Big 'n' groovy, I'm sure you'll agree (a bit like Rich's flares!).



Get the boot in, boys!

No2

Right, back to the awards proper and we're up to the Top 2. And who better to get us back in the swing of things but our resident washer-upper, **Jonathan Davis**!

(Hurrah, hooray! Audience)

Well, things really are hotting up here at Le Shed, aren't they, Jonathan?

"Mmm."

Well, don't hold us in suspense!

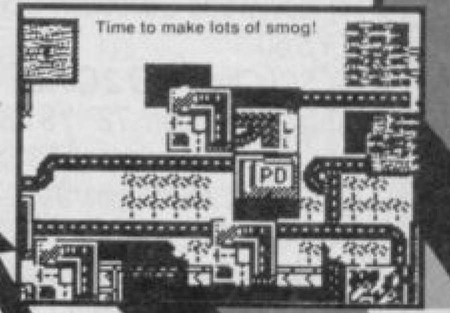
"Gosh. Er, right. In second place, it's, er, ***Sim City*** from Infogrames."



Hurrah! An excellent choice! My, don't our readers have excellent taste, Jonathan?

"Yes, Linda. *Sim City* was another Jugglers' fave – joint number one."

That's right! Hailed by *YS* as 'a work of total genius' it had everybody donning the mayor costume, cutting down forests and polluting the atmosphere. A surefire winner! (With only one competitor really...)



No1

It's the moment you've all been waiting for – the time we find out exactly who gets the gold (plated) *YS* joystick! So a big, warm hand please for our beloved editor – Mr **Andrew Ide**!

(Heartfelt applause. Audience)

"Good evening. I'd just like to thank you all for coming. It's been a wonderful night and it's so good to see such great games getting the recognition they deserve. I'd like to thank our publisher, the advertising staff, the printers, my mum and dad, the sandwich man, the..."

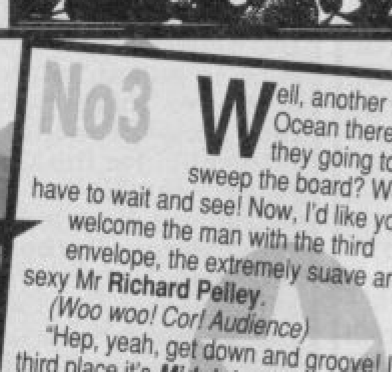
(Hey, hippy. The caretaker's locking up soon.)

"And everybody who knows me. Righty-o, the *YS* Readers' favourite game of 1990 is... ***Rainbow Islands*** by (ahem) Ocean! Quel surprise!"

That's right, Andy. And what a worthy winner it is too – *Rainbow* was streets ahead of anything else with an easy 100 point lead over *Sim City*. As we say in showbiz - it certainly swept the board! Hurrah! (And that's where we leave you cos I can here them locking up now. Oh well – see you next year!) Specchums!)



Cute game ahoy!



Duffer Of The Year



And now's the time to take a swift breather and find out what the worst game of 1990 was! The Jugglers were pretty well unanimous about *Delta Charge!*, but so far as reader nominees went we had stuff like *Emlyn Hughes Arcade Quiz*, *Paul Gascoigne Super Soccer* and *Gazza 2*. And to tell us who's won, here's the oldest duffer of them all – **Matt Bielby**!

(Boo! Hiss! Audience)

"I really think you lot should show me a bit more appreciation, you know. Anyway, Duffer Of The Year goes to ***Delta Charge!*** from Thalamus (again). Thankyou and goodnight (you ungrateful beggars)."

What a grumpy sot, eh, readers?



Crapcra pcrapcr apcrapc rapcrap!

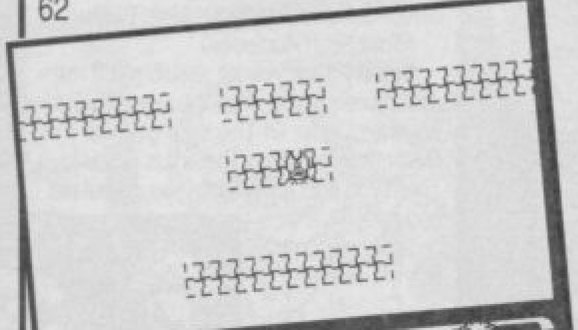
YS SPECCY GALLUP CHARTS

Time to tune in and rip the knob off!

(Last month's positions are in brackets, NE means New Entry, and the percentage scores are what we gave a game when we reviewed it. Caramba!)

FULL PRICE TOP 20

1 (1) *Teenage Mutant Hero Turtles* Mirrorsoft 90° *YS* 61
2 (2) *Robocop 2* Ocean 93° *YS* 60
3 (4) *Hollywood Collection* Ocean 87° *YS* 60
4 (5) *SCI Chase HQ 2* Ocean 71° *YS* 63
5 (6) *NARC* Ocean 72° *YS* 62
6 (10) *Gazza 2* Empire 87° *YS* 62
7 (3) *Golden Axe* Virgin 91° *YS* 61
8 (13) *Kick Off 2* Anco 80° *YS* 61
9 (7) *Lotus Esprit Turbo Challenge* Gremlin 90° *YS* 61
10 (12) *Super Off-Road Racer* Virgin 91° *YS* 59
11 (11) *Gremlins 2* Elite 72° *YS* 63
12 (8) *Shadow Warriors* Ocean 90° *YS* 57
13 (16) *Midnight Resistance* Ocean 92° *YS* 56
14 (17) *Wheels Of Fire* Domark 86° *YS* 60
15 (NE) *Dick Tracy* Titus 53° *YS* 64
16 (NE) *Edd The Duck* Zeppelin 83° *YS* 62

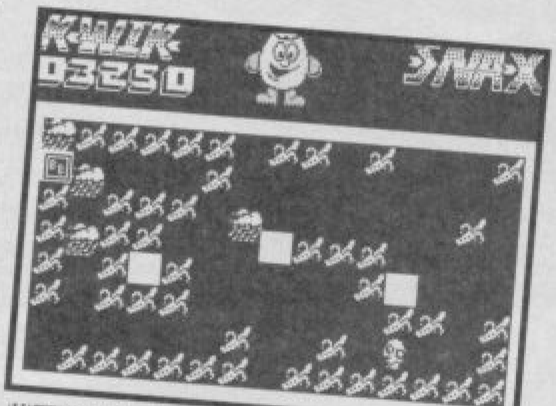


Nce to see *Edd The Duck* cropping up in the Top 20. It's Impulze's first full price game release, so well done, boys!

17 (18) *Pang* Ocean 94° *YS* 62
18 (NE) *Monty Python* Virgin 90° *YS* 58
19 (NE) *Oriental Games* Microstyle 73° *YS* 53
20 (NE) *Impossamole* Gremlin Graphics 73° *YS* 53

BUBBLING UNDER

World Cup Soccer '90 (Virgin), *Rick Dangerous* (Rainbird)



What an awful lot of bananas! (We know a song about that, don't we?) *Kwik Snax* does a hop and a skip up to that all-important No1!

FULL PRICE

Hey, DJ! Where's the bass? No bass here and not an incredible amount of action either. The charts seem to have settled down somewhat after a brief burst of activity around the Christmas period. In the Top 3, *Teenage Mutant Hero Turtles* and *Robcop 2* keep hold of their top positions, while *Hollywood Collection* (a big-league compilation if ever we saw one) ousts *Golden Axe* from third place.

It's back into the fray for *Monty Python, Oriental Games* and *Impossamole.* The highest (proper) new entry isn't very high at all – it's *Dick Tracy* at 15 which, judging by most people's accounts, isn't too hot at all. With *Edd The Duck* as the only other bit of new blood it's pretty much business as usual.



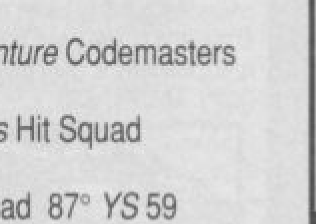
May the Force be with you! *The Jedi* return to the charts as a budgie rerelease at no27.

BUDGIES

Nice to see an original barg title at the No 1 spot rather than an old rerelease, so it's a hearty "Hurrah!" for the Codies and *Kwik Snax*. Hi-Tec don't seem to be having such a party though. Their Hanna Barbera cartoon licences (Yogi, Hong Kong Phooey and Top Cat) are all on the up but maybe not quite to the extent the boys might have hoped. Not much in the old Megagame stakes except for *The Caped Crusader* storming in at No9 (with *WEC Le Mans* dropping from 15 to 17) but then when you've got such a stonking tips booklet stuck to your front cover then you shouldn't need to buy any more games for ages anyway! Hurrah!

BUDGIES TOP 30

1 (6) *Kwik Snax* CodeMasters 92° *YS* 62
2 (12) *Double Dragon* Mastertronic 70° *YS* 62
3 (2) *R-Type* Hit Squad 98° *YS* 61
4 (3) *Target Renegade* Hit Squad 92° *YS* 61
5 (14) *Dizzy Collection* Codies 90° *YS* 63
6 (5) *Operation Wolf* Hit Squad 87° *YS* 63
7 (4) *OutRun* Kixx
8 (11) *Treasure Island Dizzy* CodeMasters
9 (NE) *Batman (CC)* Hit Squad 92° *YS* 64
10 (1) *Paperboy* Encore 68° *YS* 48
11 (7) *Run The Gauntlet* Hit Squad 69° *YS* 61
12 (19) *Track Suit Manager* Hi Tec 79° *YS* 62
13 (NE) *Tomahawk* Byteback
14 (21) *Silkworm* Mastertronic 93° *YS* 63
15 (23) *Yogi – Greed Monster* Hi Tec 47° *YS* 62
16 (10) *Quattro Adventure* Codemasters 95° *YS* 58
17 (15) *WEC Le Mans* Hit Squad 94° *YS* 63
18 (8) *Rastan* Hit Squad 87° *YS* 59
19 (9) *Soccer Double* E&J
20 (NE) *Miami Cobra GT* Players
21 (27) *Match Day 2* Hit Squad 90° *YS* 57
22 (NE) *Daley Thompson's Olympic Challenge* Hit Squad 84° *YS* 59
23 (13) *Guardian Angel* Codies 85° *YS* 59
24 (NE) *Popeye 2* Alternative
25 (17) *Pro Golf* CodeMasters 75° *YS* 55
26 (NE) *Fighter Pilot* Byteback
27 (NE) *Return Of The Jedi* Hit Squad 81° *YS* 63
28 (NE) *Hong Kong Phooey* Hi-Tec 72 ° *YS* 57
29 (NE) *Fantasy Island Dizzy* CodeMasters 88° *YS*52
30 (NE) *Top Cat In Beverly Hills Cats* Hi-Tec 49° *YS* 63



BUBBLING UNDER

Renegade (Hit Squad), *Temple Of Doom* (Kixx), *Quattro Super Hits* (Codies)

HOW TO HACK

Would you please give a warm round of applause, ladies and gentlemen, for *Your Sinclair*'s cracker hacker extraordinaire, the one, the only, the quite honestly downright inimitable Monsieur JON NORTH! Hair hair!

PLEASE NOTE This series of articles is intended to help you obtain maximum enjoyment from your computer. It is not here to help you unlawfully copy software. Remember it's a criminal offence to copy or attempt to copy software without written permission from the publisher! (So don't do it!)

As promised, this month I'll be concentrating on Softlock, so go dig out an old Firebird game (preferably *Chimera* because I'm doing that as an example) and then come back. (Scuttle scuttle.) Got it? *(Yep. Ed)* Then off we go...

The Basic Bit

First up, *Load and *List as usual...

```
CHIMERA LINE 0 LEN 355
0 BORDER 0: INK 0: PAPER 0: CLS :
PRINT AT 21,11;"*LOADING*": POKE
20107,255: RANDOMIZE USR (PEEK
23627+256
PEEK 23628)
1 SAVE "CHIMERA" LINE 0
```

...so we see it runs from 23923, which is 5D73 hex.

```
5D73 LD IYL,A
5D75 DEC SP
5D76 DEC SP
5D77 POP BC
5D78 LD HL,0000
5D7B PUSH HL
5D7C POP IX
5D7E LD A,2E
5D80 LD IXH,40
5D83 SLA A
5D85 LD D,(IX+0)
5D88 LD E,(IX+1)
5D8B INC IX
5D8D INC IX
5D8F ADD HL,DE
5D90 CP IXH
5D92 JR NZ,5D85
```

This checks the screen (IXH=40 hex, which is the start of the screen area), so put a breakpoint at 5D94, return to Basic then GOTO 0 (because the screen is set up by the Basic). When control returns to the disassembler, BC is 5D73 and DE is CA4E. These 2 values are used by the decrypter which follows...

```
5D94 EX DE,HL
5D95 LD HL,003D
5D98 ADD HL,BC
5D99 LD IXH,B
5D9B LD IXL,C
5D9D LD C,32
5D9F LD A,(HL)
5DA0 XOR E
5DA1 ADD A,C
5DA2 LD (HL),A
5DA3 LD C,A
5DA4 INC HL
5DA5 INC DE
5DA6 LD A,(HL)
5DA7 XOR D
5DA8 ADD A,C
5DA9 LD (HL),A
5DAA LD C,A
5DAB INC HL
5DAC INC DE
5DAD CP 48
5DAF LD A,A
5DB0 JR NZ,5D9F
```

This decrypts 2 bytes at a time, starting at 5DB0 (the JR NZ instruction). When it comes to cracking it in a routine, we'll move it to somewhere convenient, stick the JR NZ on the end and run it from there. As it is, firstly single-step through it, then move 5D9F-5DB1 to somewhere, stick a breakpoint on the end and run it from there.

When finished, you'll see the following code at 5DB2...

```
5DB2 LD SP,0000
5DB5 LD (5C3D),SP
5DB9 LD HL,0556
5DBC LD DE,FF00
5DBF LD B,H
5DC0 LD C,L
5DC1 LDIR
5DC3 LD H,FF
5DC5 LD DE,007E
5DC8 ADD IX,DE
5DCA PUSH IX
5DCC POP DE
5DCD LD B,05
5DCF LD A,(DE)
5DD0 LD L,A
5DD1 LD A,(HL)
5DD2 SRL (HL)
5DD4 SRL (HL)
5DD6 SUB (HL)
5DD7 LD (HL),A
5DD8 INC DE
5DD9 DJNZ 5DCF
5DDB LD B,17
5DDD LD A,(DE)
5DDE INC DE
5DDF LD L,A
5DE0 LD A,(DE)
5DE1 INC DE
5DE2 LD (HL),A
5DE3 DJNZ 5DDD
5DE5 XOR A
5DE6 LD L,A
5DE7 DEC A
5DE8 LD IX,4000
5DEC LD DE,1C00
5DEF SCF
5DF0 JP (HL)
```

Some of this code will be new to you, but what it does is to make a copy of the ROM loader (at 0556) at FF00, by the LDIR at the start. It then uses a table to change some of the timing constants so that it turboloads (which is what the rest of the code does). Finally, it sets IX and DE to load from 4000-5C00 (the screen and a bit of code) and off it goes.

```
FF00 INC D
FF01 EX AF,AF
FF02 DEC D
FF03 DI
FF04 LD A,0F
FF06 OUT (FE),A
FF08 LD HL,5B00
FF0B PUSH HL
```

This is the start of the ROM loader, and how it works is unimportant. All you need to know is that the PUSH HL at FF0B PUSHes the return address for when loading finishes, which in this case is 5B00. To find the code at 5B00 (remember it hasn't been loaded yet), change the 5B00 at FF09 to something convenient, where you have placed a breakpoint. Once loaded, the code at 5B00 looks a bit like this...

```
5B00 DEC SP
5B01 DEC SP
5B02 CALL FF70
5B05 LD A,L
5B06 LD IXL,A
5B08 CALL FF70
5B0B LD A,L
5B0C LD IXH,A
5B0E PUSH IX
5B10 CALL FF70
5B13 LD A,L
5B14 LD IXL,A
5B16 CALL FF70
5B19 LD A,L
5B1A LD IXH,A
5B1C LD A,IXL
5B1E OR IXH
5B20 RET Z
5B21 POP DE
5B22 JP FF70
```

This code loads 4 bytes, and treats them as new values of IX and DE. These new values then get loaded as another headerless block (like Powerload). The DEC SP: DEC SP at the start ensures that this routine is always what control is returned to once the block has loaded. Unless one of the following happens...

1) The code at 5B00 gets overloaded, in which case control is returned to the new code.

2) FFFE and FFFF get overloaded. These 2 addresses hold the return address, and, if overloaded, control will return to the address of the new values.
3) The loaded value for IX is zero, in which case the loaded value for DE is RETed to.

To find out which of these it is, we are going to write a simple routine which will load those values and store them somewhere, and which will load code at 5B00 but nowhere else.

```
FE00 LD IX,4000
FE04 LD DE,1C00
FE07 SCF
FE08 LD HL,FE11
FE0B LD (FF09),HL
FE0E JP FF00
FE11 LD A,(5B24)
FE14 CP FF
FE16 JR Z,FE1B
FE18 <breakpoint>
FE1B LD A,28
FE1D LD (5B23),A
FE20 LD A,FE
FE22 LD (5B24),A
FE25 JP 5B00
FE28 LD (FEF0),SP
FE2C LD SP,(FEF2)
FE30 PUSH IX
FE32 PUSH DE
FE33 LD (FEF2),SP
FE37 LD SP,(FEF0)
FE3B LD A,IXH
FE3D CP 5B
FE3F JR NZ,FE4E
FE41 LD A,DD
FE43 LD (FF58),A
FE46 LD A,75
FE48 LD (FF59),A
FE4B JP FF70
FE4E XOR A
FE4F LD (FF58),A
FE52 LD (FF59),A
FE55 JP FF70
```

Before using this routine, POKE 65266,254 so that you know where the stack is. To find out where the game loads to...

```
10 FOR F=65020 TO 0 STEP -4: IF PEEK F THEN PRINT PEEK (F+2)+256PEEK (F+3);",";PEEK F+256PEEK (F+1): NEXT F
```

The program will give you this...

```
56320,6232
61000,2000
64900,400
23296,100
65455,48
23324,2
39936,16384
23324,5
23296,256
63000,800
64000,1000
23552,16384
23324,2
23296,92
```

As you can see, 23296 is loaded over a few times, but loading continues. We can therefore assume that these blocks do not alter the code there in any way, or at least if they do, not sufficiently enough to worry about. Loading finished when that block of 92 bytes was loaded, so this must be different. One disassembly later...

```
5B00 XOR A
5B01 OUT (FE),A
5B03 LD HL,F870
5B06 LD DE,F870
5B09 LD BC,9470
5B0C LD IX,5AFF
5B10 LD A,FF
5B12 LD R,A
5B14 LD A,(HL)
5B15 SUB (IX+0)
5B18 XOR IYL
5B1A RLCA
5B1B XOR IYH
5B1D LD (DE),A
5B1E DEC HL
5B1F DEC DE
5B20 DEC BC
5B21 DEC IX
5B23 LD A,IXH
5B25 OR IXL
5B27 JR NZ,5B2C
5B29 LD IXH,5A
5B2C LD A,B
5B2D OR C
5B2E JR NZ,5B14
5B30 LD HL,F8D4
5B33 LD DE,5B01
5B36 LD BC,00FF
5B39 LD SP,5FB4
5B3C PUSH HL
5B3D LD HL,5B00
5B40 LD A,C9
5B42 LD (HL),A
5B43 LDIR
```

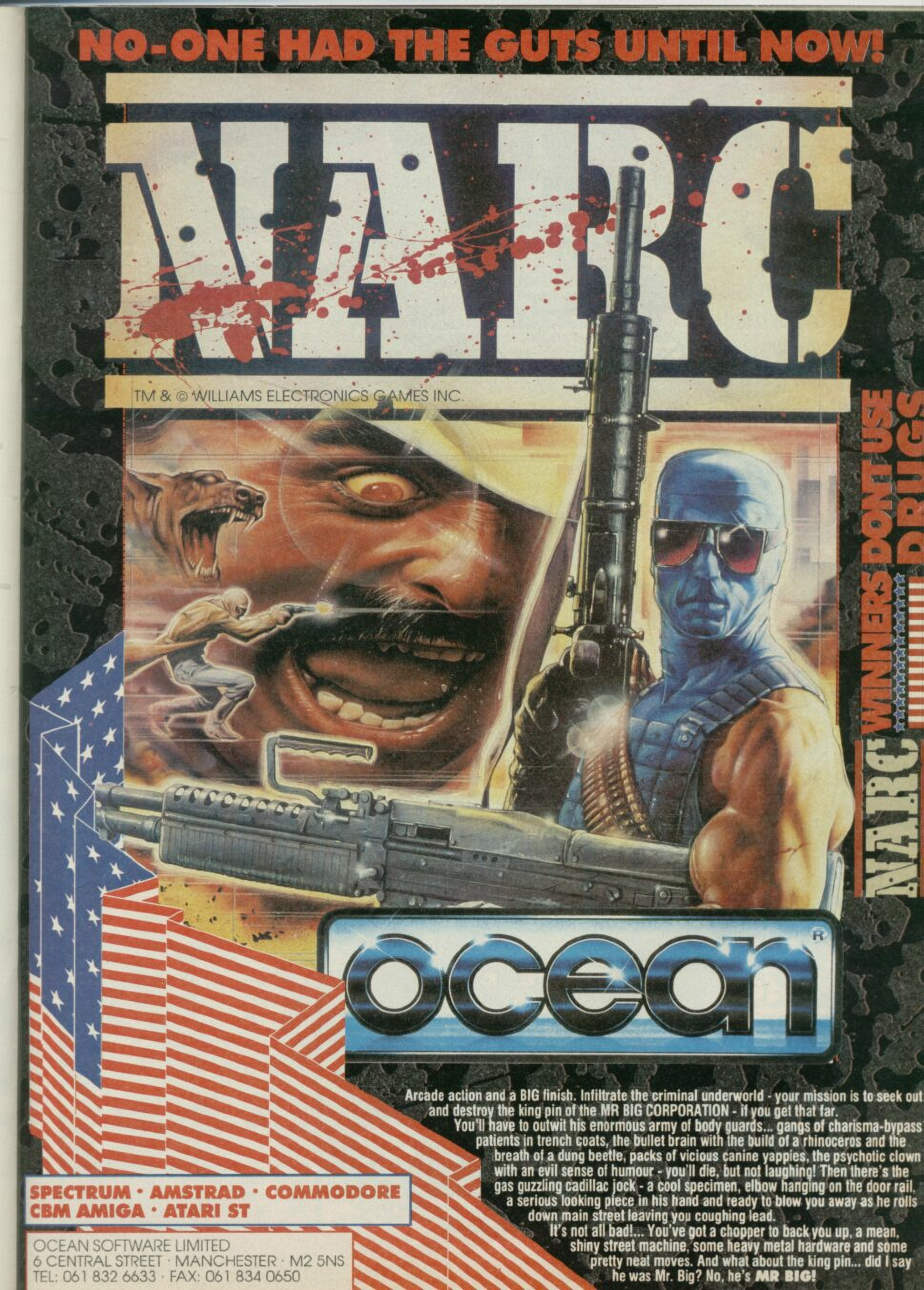
This routine firstly decrypts the game, then sets the stack pointer and PUSHes the return address for the game (the PUSH at 5B3C), then fills the printer buffer with RETs. To stick POKEs in, simply move them down into 5B3D, then stick a RET at the end to start the game.

The *Chimera* Hack

This routine loads the Basic, then moves the decrypter to a convenient address. Once there, the JR NZ at the end is put in manually, then the entry values are put in and it is CALLed. It then puts a RET at the end of the routine which creates the turboloader and CALLs it, and once in memory the return address is patched and it starts loading. After each short headerless and leaderless block is loaded, it checks a value in the printer buffer to check whether or not the game decrypter is there – if it is then loading must have finished and the infy lives POKEs are stuck on the end of the decrypter. Otherwise, control is returned to 5B00 so that the next block can be loaded. The routine is ORGed *(Oo-er. Ed)* to 63801, because this is a safe place which never gets loaded over (as can be seen by the table of load addresses). Note that before the game decrypter is run, the hacking routine is deleted, because the game is decrypted through it.

```
ORG 63801
LOAD LD IX,#5CCB
LD DE,355
LD A,#FF
SCF
CALL #556 ; load basic with a standard headerless load
JR NC,LOAD ; go back if load unsuccessful
LD HL,#5D99 ;start of decrypter
LD DE,#4600 ;bung it in the screen because it will be safe
LD BC,#17 ;length of decrypter
LDIR ; copy it down
EX DE,HL ; HL is now the end of the copy
LD (HL),#20 ;20 is code for jr nz
INC HL ; point to next address
LD (HL),#ED ;offset for the jr nz
INC HL ;point to next address
LD (HL),#C9 ;stick a ret on the end
LD HL,#5DB0 ;initial value of HL
LD BC,#5D73 ;initial value of BC
LD DE,#CA4E ;initial value of DE
CALL #4600 ;do the decrypter
LD A,#C9 ; C9 is code for ret
LD (#5DF0),A ; stick a ret at the end of the turboload creator
CALL #5DB9 ; create the turboload
LD HL,NEWRET ; patch in a new return address
LD (#FF09),HL ; the patch is at ff09
LD SP,0 ; initial value of SP
JP #FF00 ; start loading
NEWRET LD A,(#5B32) ; see if there's any code here
CP #F8 ; check if the byte at 5B32 is a F8
JP NZ,#5B00 ; if not, load another block
LD HL,POKES ; otherwise copy the pokes down
LD DE,#5B3D
LD BC,END-POKES
LDIR
JP #5B3D+DELETE-POKES ; need to delete this routine before decrypting the game
POKES XOR A ;A=0
LD H,A
LD L,A ;HL=A=0
LD (#E6EE),A ; infy time poke
LD (#EE20),HL ; infy food poke
LD (#EDF1),A
LD (#EF9C),HL ; infy water pokes
RET ; to the game
DELETE LD HL,63801 ; start of this routine
LD DE,63802 ; next byte
LD BC,END-63801 ; length of routine
LD (HL),0 ; put a 0 in at the start
LDIR ; delete the rest of it
JP #5B00 ; you can now decrypt the game
END EQU $
```

Well, that's another one down. Get a copy of *Moonstrike* for next time, because I'm going to go through the Movieload on it (be warned though, it's quite a tough nut to crack). Ideas, probs, offers of dates and unwanted +3's should be sent to Jon's Hacking Bit at the usual *YS* address. See ya!



NO-ONE HAD THE GUTS UNTIL NOW!
NARC
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NARC WINNERS DONT USE DRUGS
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Arcade action and a BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!
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TURRICAN 2

He's got more bounce in him than Zebedee on half a pint of Lucozade and you wouldn't like him when he's rusty. His name's Turrican and this is his sequel. "Golly!" says JAMES LEACH.



Right then, who remembers a small (but heavily-armed) blokie running about in the middle of last year trying to take on an evil chap called Morgul? Of course you do! His name was Turrican, he had a neat line in body armour and aerial acrobatics, and if you saw all the stuff we wrote about his game back then (which, rather spookily, shared the same name) you'll realise it was something of a corker. (In fact, you probably smashed your piggy-bank and ran round to your local stockists to snaffle a copy before they'd all sold out to people far less cool than you!)

And guess what – it looks like you'll have to do it all again! That's right, folks, the man with the exo-skeleton is back (back! Back!) – and this time he's bringing his Brasso! It's all looking pretty spookalicious, so if you want to hold my hand very tightly (very tightly, very tightly) then we'll tiptoe over and have a closer inspection...



Here I am down in the Underlevels, enjoying a bit of a breather and enjoying the view. How nice!

It all takes place on the spooky planet of Landorin!

(Not that we could spot it in our copy of Carl Sagan's Big Black Cosmiverse Book, but we'll give Rainbow Arts the benefit of the doubt, eh?)

Unfortunately, the harmless and peace-loving Landorininians (or whatever) have been having a bit of a ding-dong battle with something called the Machine, which has decided to take over the entire planet for no apparent reason - except that it's there. It seems a bit unfair really, because this Machine is the size of the Channel Islands (ie - really quite large) and stationed out on some planet where they can't get near it. So they send out a Mayday message (even though it's only April, hem hem), then scarper off to a safer star several miles away. This message is sensibly ignored by everyone in the entire Universe except, of course, our brave (but rather dense) pal Turri who comes charging onto the scene like a bull in heat. And what a New Man he looks too! Ever since his last mission he's been upgrading his killing-gear and polishing his armour, so much so that he can now barge his way into a bus queue without the slightest murmer of complaint.

Upgrading his killing-gear, eh? Tell us a bit about that then!

A-ha, thought you might have pricked up your ears. And there certainly is quite a batch of funky new ammo to choose from first off. First, there's the pulse laser.

8 LEVELS OF COMPLETE NIGHTMARE MAYHEM!

Level 1
A lot of caverns. Some tricky scaling of sheer rock faces and rickety bridges. Oh and some waterfalls, too. (Don't let that armour get rusty!)



Level 2
Deep in the underworld. There are a lot of traps and pitfalls here. Your reactions will need to be as sharp as a really sharp thing.



Level 3
Underwater now. Luckily your armour doesn't rust at all, and appears to be watertight too, which means you can swim around to you heart's content (but so can a lot of hungry monsters).

Level 4
Even deeper into the planet. You must grab a rather terrifying lift ride to get to this steel-walled level. Then (guess what, Spec-chums?) there's a whole load more violence when you get there.

Level 5
Nick that unguarded spaceship, take off and start blasting at all the flying baddies around you. Kill, kill, kill! This level doesn't have an equivalent in *Turrican I*.



Level 6
Still in the ship, you'll run into a whole heap more nasties. Blast 'em to tiny chunks. Oh, and don't forget to give the ship back afterwards. (You did steal it, you know.)

Level 7
Out of the ship again. You're getting close to the Machine now. Baddies are swarming round you like wasps at a picnic (or something).

Level 8
And there it is! Eek! You'll have to blast it in all the right places if you're to do it any harm. Oh, and it'll despatch oodles of robots to try and stop you. (I fear there'll be much shooting involved!)



Careful you don't fall into that waterfall thing, Turri! Some of them are impossible to escape from because of their width and height. (Of course, you're at your most vulnerable when you're fighting off spooky aliens, so that's the time to be most careful – if you can!)



This fires a large and rather dangerous spurt of flame, and how large and dangerous it is depends on how many energy pods Turri's picked up recently. At full power, he's capable of blasting anybody in his way into a squillion little pieces. Hmm. Then there's the multiple beam laser, which scatters up to 4 beams all over the shop. Each beam is able to blow away most of the nasties, so Turri should be covered from all angles when he uses this, as he should be when using the surround weapon, which replaces the 'Lightning Beam' thingy Turri used in the original game. It fires a laser stream that he can sort of swirl around him, providing protection (as well as a rather distracting lightshow).

What else? Oh yes, his bounce weapon fires a bolt of electricity in front of him. This breaks up into smaller electrical blobbies when it comes into contact with any indestructible objects, such as cavern walls. Each smaller electrical bit then bounces around, killing lots of aliens indiscriminately. Hurrah!

And that's your lot! All these weapons can be nabbed by picking them up in pods (which are scattered around all over the shop), and there are also such mega-spiffy items as shields, energy and power-ups (the last two of which have a direct effect on the weapon you are currently using).

STAND UP, WHOEVER'S RESPONSIBLE FOR THIS!

Turrican 2 was programmed by Enigma Variations, a different team to the first game (which was coded by Probe Software). Rob Holman did the actual code, and Mick Hanrahan did the graphics. We took Richard Naylor, big cheese of Enigma, on a privately chartered Concorde flight around Bath to find out more.

Wotcha, Rich! So tell us – how does *Turrican 2* differ from its predecessor then?

Well, Turrican was certainly a tough act to follow that's for sure, so what we've done is use special data blocks to hold the 900 screens in memory. They aren't held as complete screens at all, but are broken into smaller pieces, many of which are interchangeable. This means we had more memory to play around in the aliens, weapons and movement department.

Did you say 900 screens?!

Yep. There are as many screens on the Speccy version as on the 16-bit machines. We've also managed to keep all the weapons and aliens, too. And the game is faster than the original. One of the sprites will be 3 screens high. It's a ginormous ship that tries to grab Turrican as he charges around the underlevels.

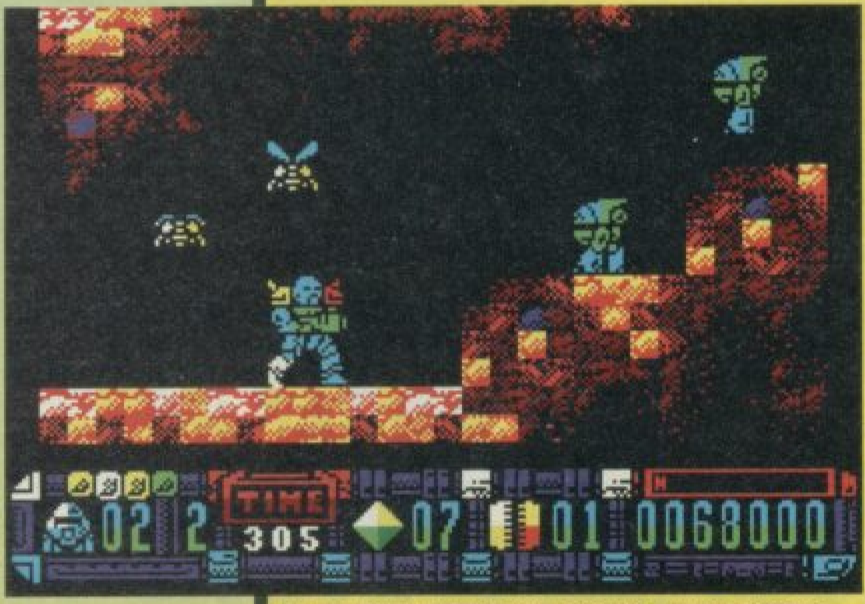
Cripes! Sounds humongous! How does it all fit into the humble Speccy?

Er, the 48K tape version does use a multiload. But it still retains all the features of the 128K jobbie. What we've also had to do on the 48K version is map the caverns so that parts of them are deleted when you get so far into the game that you'll never visit them again (unless you start again, that is). And parts of the background, like the blackness behind the sprites in some of the caverns are simply re-used in every screen which has blackness in it. That way we save memory and make the details in every screen different.

I suppose that affects the speed, yeah?

That's right, it actually makes things run faster. The compression techniques used to fit so much into Turrican II has an added advantage of cutting down on processing time. We were determined to keep in as many of the features found in the Amiga and ST versions as we could. In the event, we found we could keep all of them! At this stage the only casualty might possibly be the tune on the 48K version. Music only takes up a couple of K, but we might not be able to spare even that. The sound effects should be spectacular, though, and will be the same on all the Spectrum versions.

Brilliant! Ta very much for your time, Richard!



These large flies swarm around Turri, annoying him intensely. (Time for a swift swipe of the old laser shield, methinks!)

Okay. But what should I do with all this fabby gear?

Well, your plan's a simple one (as befits an armoured nutter with virtually no brain!), and it's got a fair bit in common with *Turrican I*. You land on the planet, get out of the spaceship, then move around the surface wiping out all the new and colourful enemies as and when you find them (which doesn't take long!). One thing you'll notice is how the planet isn't as high-tech as in *Turri I* – instead of metal structures and platforms there are wooden bridges and rocky ledges. As the game progresses you'll notice more differences between the two. *Turrican 2* has loads more hidden bonuses and secret screens. The *Turri 2* aliens are less metallic (more slimey) and the weapons to counter them are better. But the 2 games definitely share the same roots. (The Turri character and movement is exactly the same, for example.)

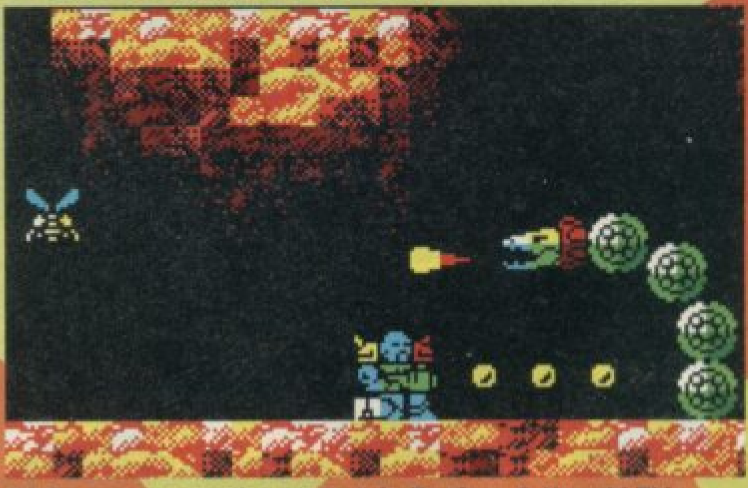


The movement though is very similar to the first – there is 8-way scrolling throughout all the levels, which basically means you can move wherever you want. Instead of having a fixed height that you can jump, the programmers have made it so you can hold down on the joystick until you've bounced up as far as want to go (within reason) – so if it's a quick dab at the stick you'll only go a little way into the air, and if you hold it down then you'll whizz upwards until you reach either the roof, or the limit of your capabilities. Phew! Bionic or what!? Also, during the jump you can still fire your weapons and move left or right (invaluable for getting onto those hard-to-reach ledges which are dotted around, we're sure you'll agree).

Many of the caverns have secret entrances and exits leading to extra lives, weapons and other goodies (also as in *Turri I* of course), but many are designed so that there's only one way through them. It looks like it's going to be a map-makers dream (or nightmare!).

After you've fought your way through 7 of the 8 levels you'll come face to face (or face to metal) with the Machine. Destroying him won't be easy because there's a special (and secret) way to do it. All in all, the task facing you is pretty mammoth. But if anyone can do it, Turri-can!





All the creepy-crawlies are new in *Turrican 2*. Hurrah! This spooky snake thing takes a fair few hits before you wipe it out.



There's loads of weird medieval bits in *Turri 2* as well. But then in a game with 900 screens you can afford to put in all sorts of strangeness!

FAX BOX

TITLE	*Turrican 2*
PUBLISHER	Rainbow Arts
PROGRAMMERS	Rob Holman (code) Mick Hanrahan (graphics)
PRICE	To be confirmed
RELEASE DATE	March

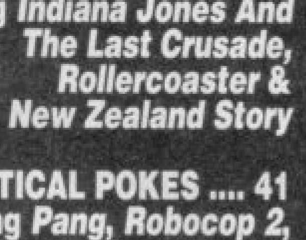
HINTS'N'TIPS YS TIPSHOP



I know what you're thinking. No, honest I do, and I'd just like to say – "Don't worry". Jonathan hasn't done anything radical (like grow his hair), he just came into the shed one day and handed me a mailsack. Before I had a chance to ask what was going on he'd disappeared back to Herne Bay. And (Herne Bay being Herne Bay) I certainly wasn't going to follow him. My curiousity stops short of Herne Bay. That's just the way it is I'm afraid.

So, anyway, there I was in the shed left holding the baby – so to speak. I gingerly (not quite sure what that means, but I like the sound of it) opened the baby, sorry – the sack, and what should come tumbling out but hundreds, nay, thousands, of your wondrous hints and tips. What an honour, I thought, and promptly settled down to give them a good going over.

There's a new girl on the block. (And she's prettier than JD.) Please welcome your brand-new 'Mistress of Ceremonies', LINDA BARKER.



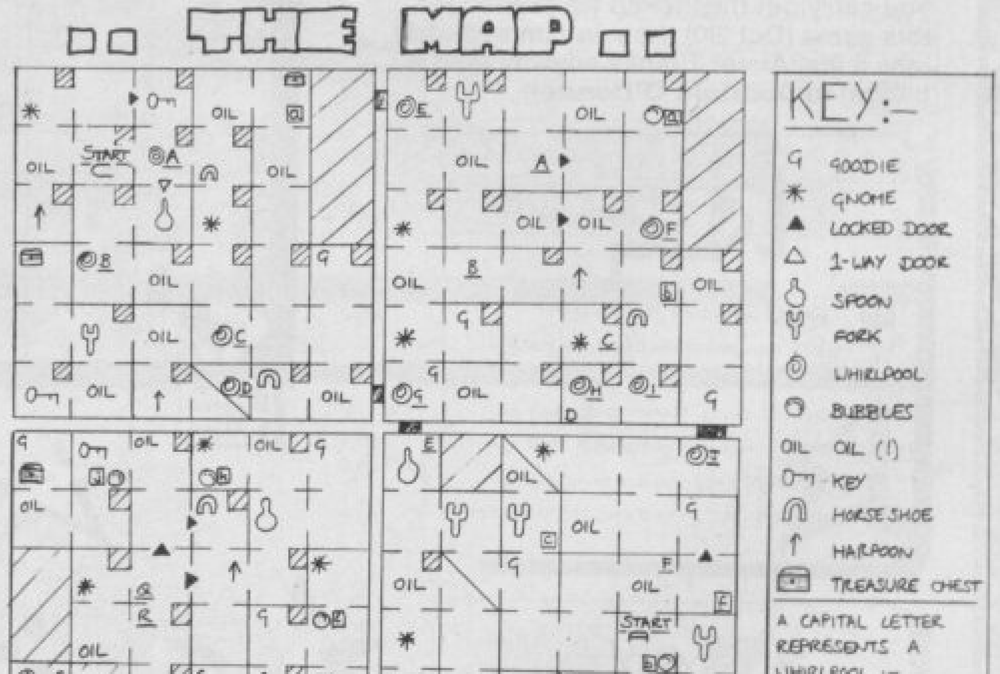
HYDROFOOL

You'll all remember *Hydrofool* – it was one of the games on our cover tape a few issues back. And a good game deserves a good map, that's what I always say. So here's one by **Steve Cowley**...

Everything you need to know is on the map. The system of bubbles and whirlpools is quite simple – go down a whirlpool and you'll reappear by the corresponding letter in the level clockwise to where you were. The same thing happens with bubbles, except you go anti-clockwise.

Oh, and a tip – when you enter a room, wait to see if there are any of those 'popping up head thingies'. Rushing straight across the room as soon as you enter is likely to end in disaster.

Viele danke for that. Have a badge!



TIP O' THE MONTH

YOGI AND THE GREED MONSTER

Haven't we seen this fellow before? We certainly have! It's Wayne Horan. He picked up a load of dosh for winning the Tip O' The Month a couple of months back, and now he's back for more! (Talk about Greed Monsters, eh, Spec-chums? Nope, I think we'll just hand out £20 this time, Wayne, and share the rest between the Spec-chums who sent in all those *Robocop 2* tips over the page. Fair?

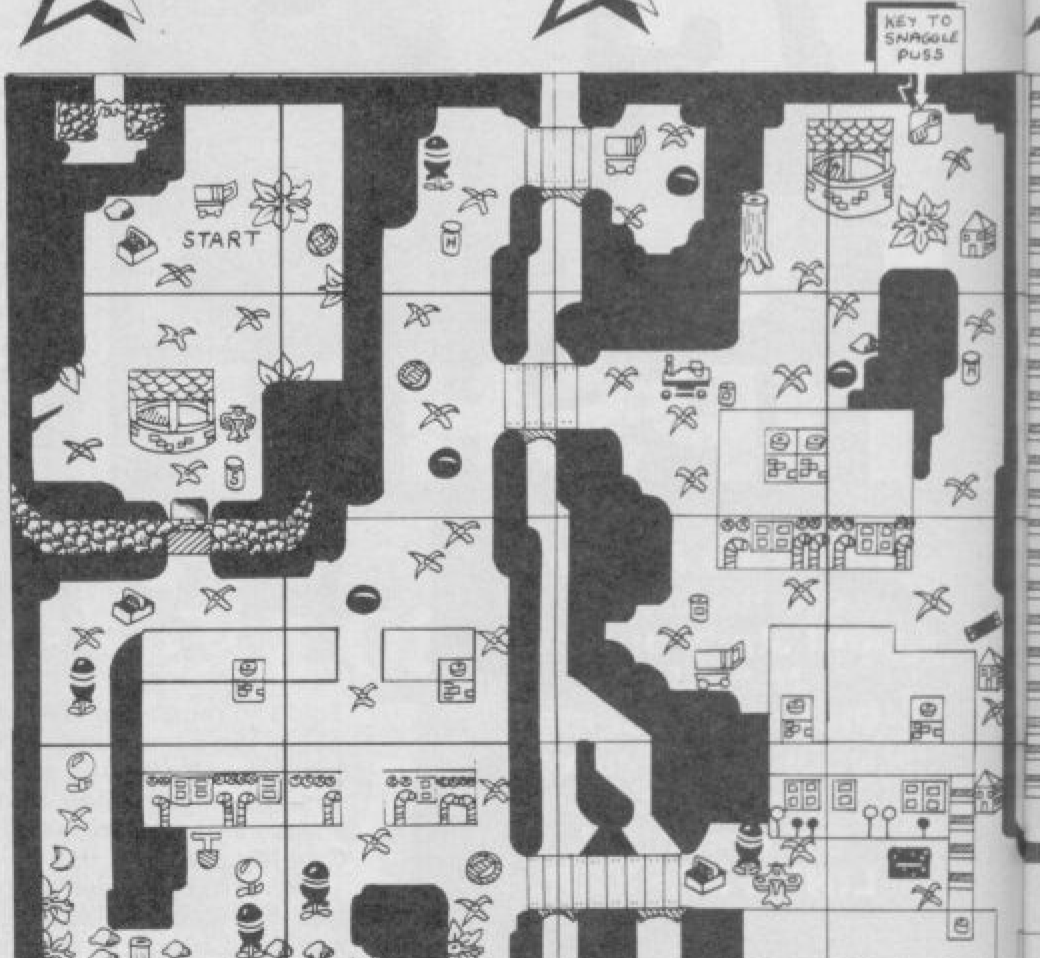
Actually, that's not all. To go with the funky map, I thought we'd have some funky tips. Like this one from Matthew Pearson for...

➤ Hold down the keys E R + D F G H X C V B N and SPACE. Wait until the border goes white and you've got infinite food and sweets.

And another one from someone calling themselves The Killer Tomato for another Yogi epic, the *Great Escape*...

➤ Define your keys as I, C, E and SPACE for infinite lives.

And lastly, a cock-up. Unfortunately if you carry out the last tip we printed for this game (Oct '90) then you immediately lose a life. Ahem.Thanks anyway (and a badge) to Dominic O'Donnell.

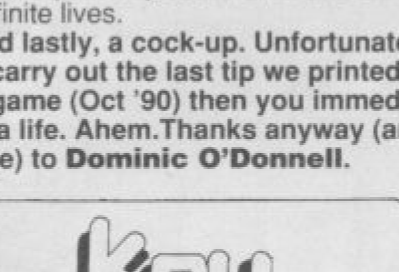


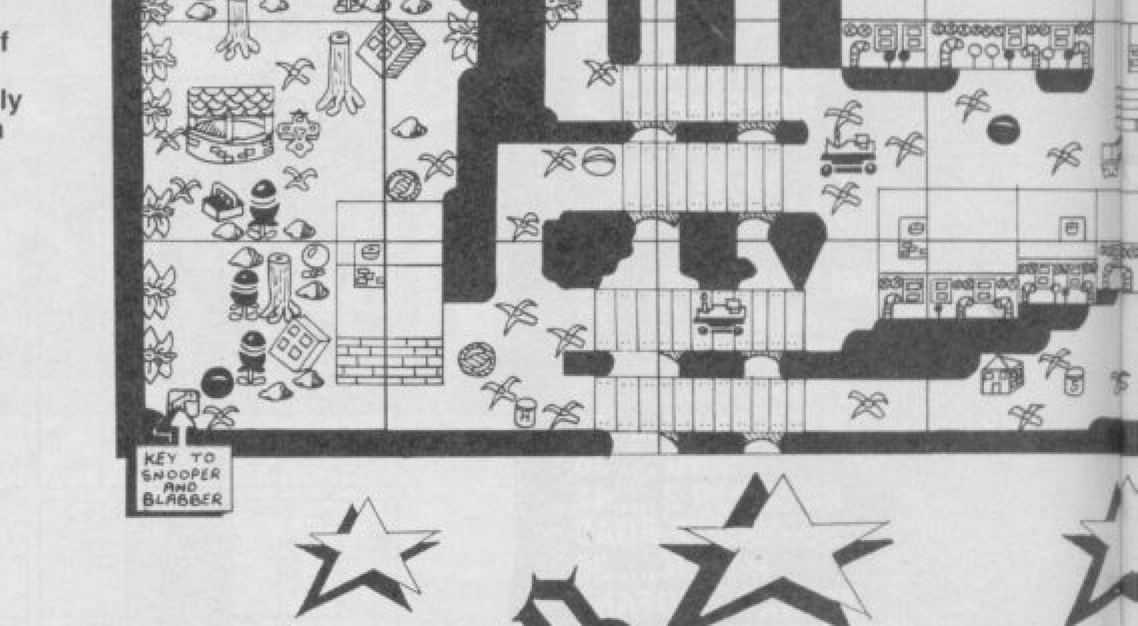
Key

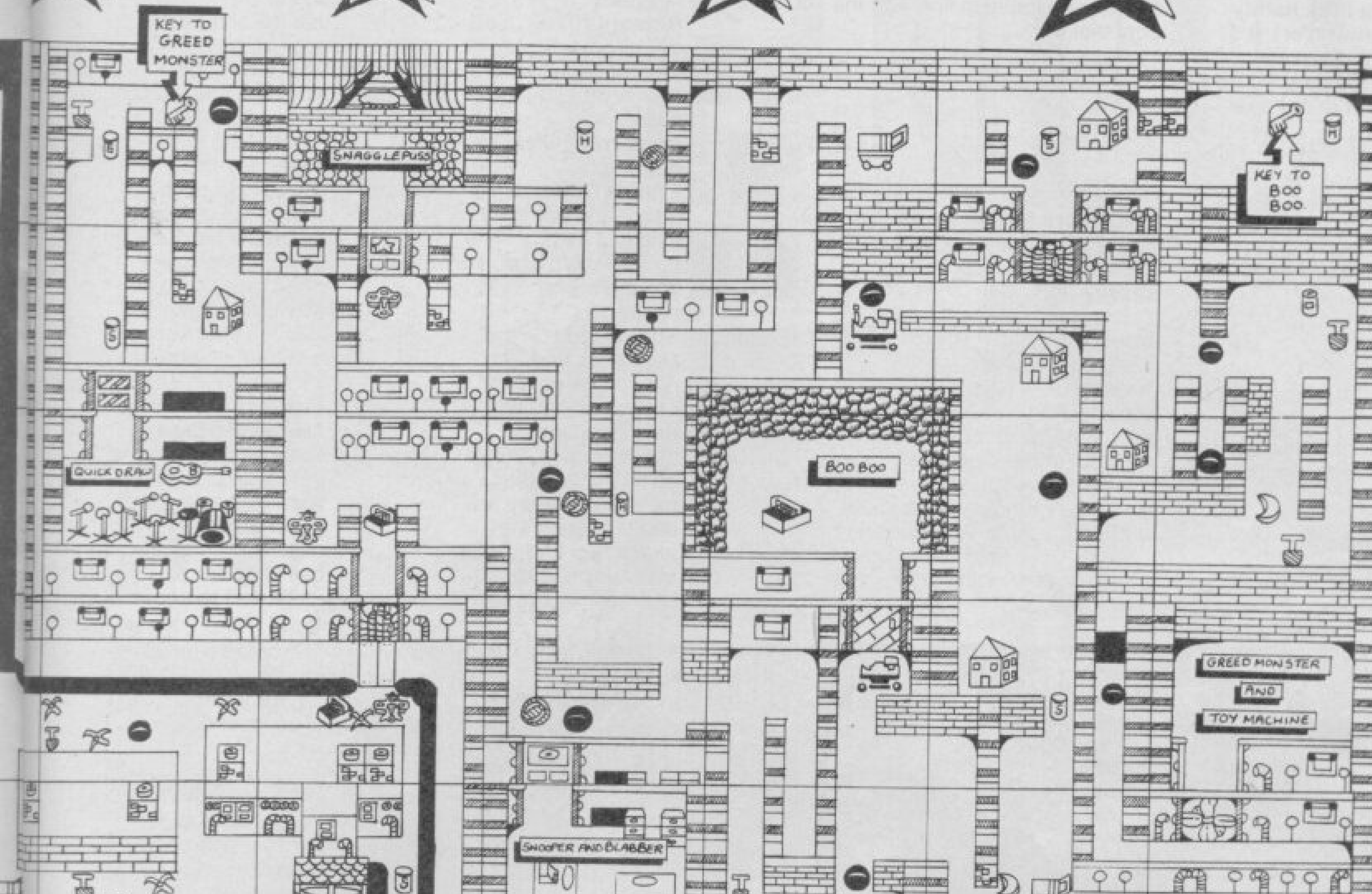
- MONEY! 20 COINS TO COLLECT!
- KEY! RELEASE YOUR CARTOON CHUMS!
- PICNIC BASKET! BOOST YOUR FOOD LEVEL!
- SWEETS! CHUCK 'EM AT THE NASTIES!
- HONEY! INVINCIBILITY FOR A TIME LIMIT!
- FIZZY POP! SPEED FOR A TIME LIMIT!
- BUBBLE GUM! STICKS YOU TO THE SPOT!

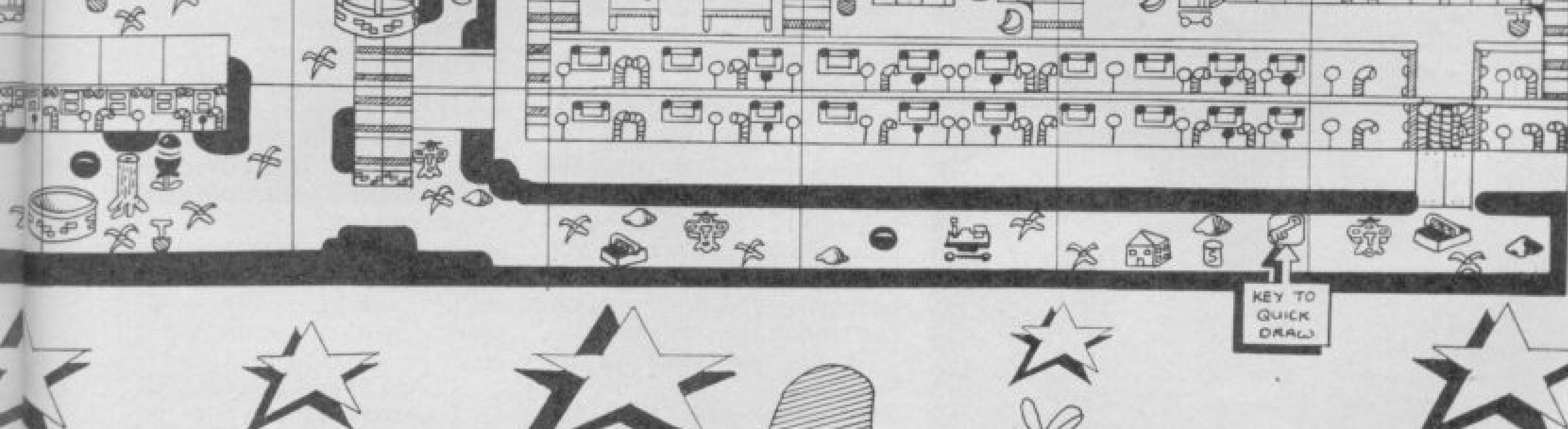
toys

* COLLECT FOR POINTS *







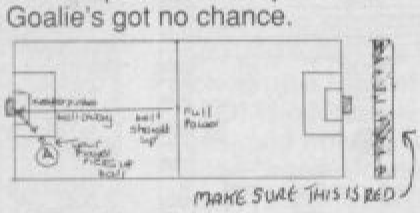


TOP CAT * SNAGGLEPUSS * QUICK DRAW * SNOOPER & BLABBER.

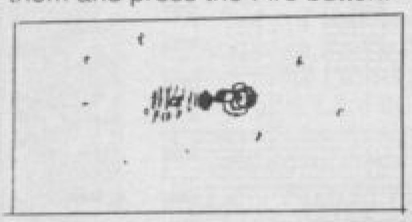
GAZZA II

If you're football crazy, football mad then this lengthy tipette ought to come in more than a little handy (or footy, or whatever). It's *Gazza 2*, it's by Darren Wells, and it's a dashed good badge-winner if ever I saw one...

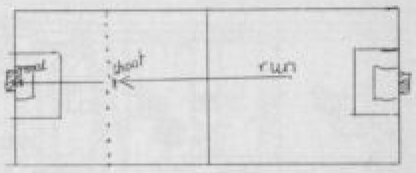
➢ **Scoring from kick-off** Take the ball up towards the goal. Then straighten up and shoot with full power on the power bar. Goalie's got no chance.



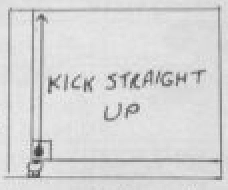
➢ **Tackling** Easy, just run at them and press the Fire button.



➢ **Long shots** Power bar should be at red, then run till you get to the dotted line and shoot! Make sure you're in line with the goal though.

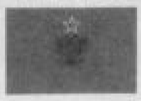


➢ **Corners** Make sure the power bar is halfway up and kick the ball straight up. The keeper will kick it away only as far as your player. Then put the power bar on full and shoot. Another easy goal!

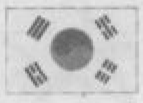


➢ **Throw-ins** If in your half, throw the ball upwards and it will go straight to your players. Then run with the ball, take a long shot and – hey, another goal.

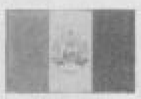
THE TEAMS



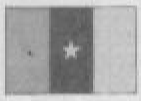
Albania Easy to beat 'cos they're crap at tackling.



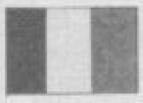
S Korea Again, easy. Although they're not bad at tackles.



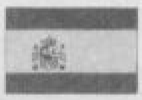
Romania They use the long ball style. But once you get in their area it's easy to score.



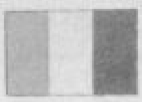
Cameroon Good at passing.



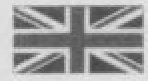
France Good on the attack, but use the long ball style against them and you should be alright.



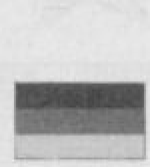
Spain Good on the set pieces and dangerous on the attack.



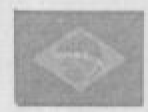
Italy Don't worry about corners, they'll go straight to your players. But they are dangerous on the attack. Try and close them down. Expect to draw.



England A class team! Still, their weakness is that they don't defend very well. Take advantage of that, close the attack down quickly and use the short ball against them.



Germany A great side, fast and skillful. Great at shooting. Again close them down very fast. It's useful to use the scanner to see what the whole team is doing. Watch out when they come at you from an angle – they lob your keeper and their defence is very good.



Brazil The best side. Always use the scanner. They are very fast, with a super defence. Use the short ball in attack and the long ball in defence.

Ta and ta again.

PANG

And a bit of a tip for that most excellent of bubble-bursting games *Pang*...

When the game is playing, go to the right of the screen and press H. This activates the pause mode. Keep pressing H. The music should stop and the screen should stay still for a while. Then the end of level screen picture will appear. Then the next level will start.



Sometimes Player 1 has a load more lives than before because of the extra screens you've skipped.

I'm afraid I've not got a name or address with this one. So, if it was you (yes, you) prove it and you can have a badge!



TEENAGE MUTANT HERO TURTLES



Yes, I know we gave 2 whopping pages to them last month, but when you've got tips as scrummy as these you'd be a jolly silly-billy not to print 'em. First up is Garek Laird...

➢ Always give Leonardo the ranged weapons, Mike the missiles, Raphael the rope and Donatello the immunity.

➢ To kill Rocksteady select Donatello and just stand there and hammer him. The minute he touches you, run through him and repeat. Do not jump.

Cheers, ears! Next, Stefan Morkcs...

➢ If a sewer has pizza and all your turtles are low on energy, eat the pizza then go out the way you came, change turtle and repeat the procedure until all turtles have full energy.

And there's more! Come in, Alan Senior...

➢ In Level 2, use Michaelangelo for swimming.

➢ On Level 4, go close to the big eye on the Technodrome. It's quicker than using a throwable weapon.

➢ Only use boomerangs and triple shurikens for Shredder. Single shurikens are too small and I can't find the kiais!

Ooh, you poor dear. Never mind, perhaps Giles Rhodes and Martin Bowmaker can cheer you up...

➢ On the level where you have to kill Splinter, you don't have to bother killing the pink thing. Simply walk into Splinter and you'll have finished that level.

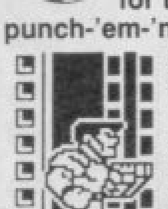
Glad to hear it and badges all round. And that's enough Turtle cheats for quite a while, methinks.

TOTAL RECALL



Simon Gould reappears again, this time with a pretty nifty cheat for that Arnie punch-'em-'n'-crunch-'em extravaganza from Ocean...





On the high score table, type in THE END IS NIGH (including spaces) and, hey presto, you can advance a level.



You're a darling, Simon. We won't forget you.



SUPER OFF ROAD RACER



Just a quickie for this ace race thang from Mark Postlethwaite...

In the speed shop, keep pressing Fire on the shocks. When you've got all 5 of them go to Nitro and keep pressing Fire until you get $190. Then buy as normal.



Will do, and you can pin a badge to your lapel in the meantime as well.

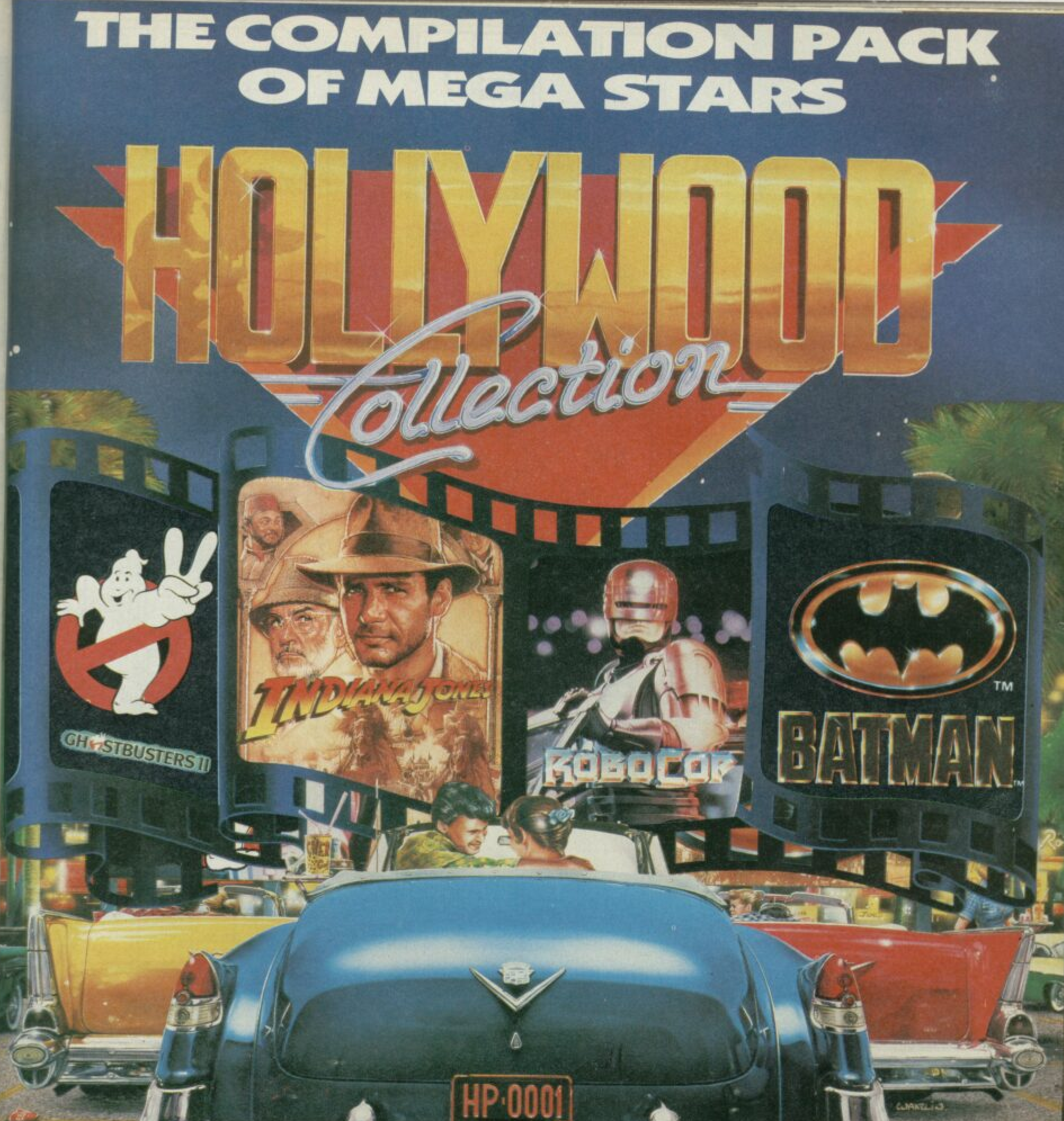


DELIVERANCE

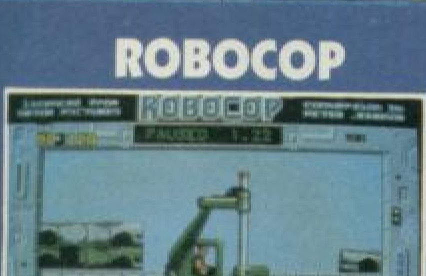
Another quickie, I know you love 'em! This time from Thomas Hopkins.

Just press 'ENTER' and you're onto the next level.

Told you it was short.



ROBOCOP



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GHOSTBUSTERS II



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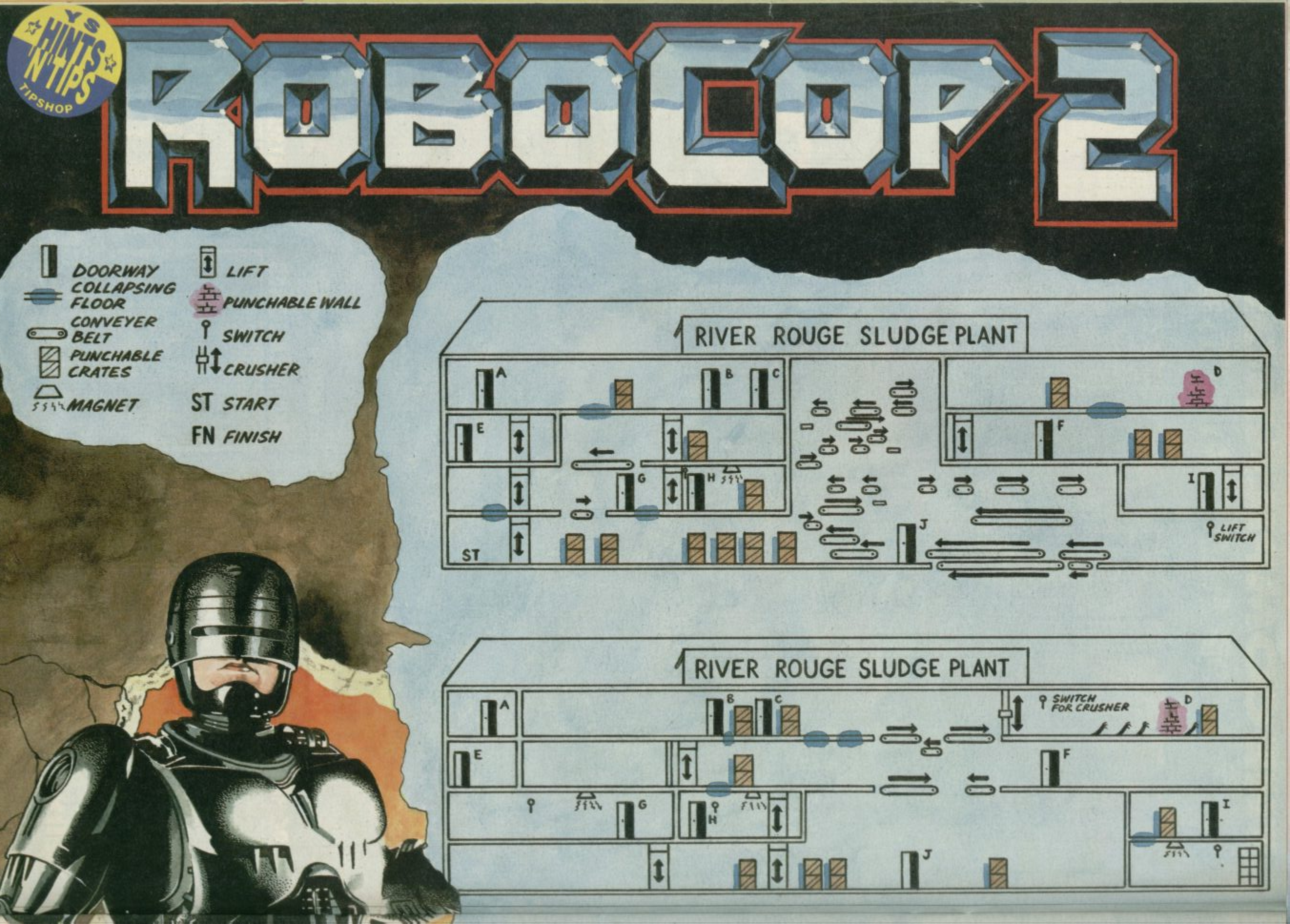


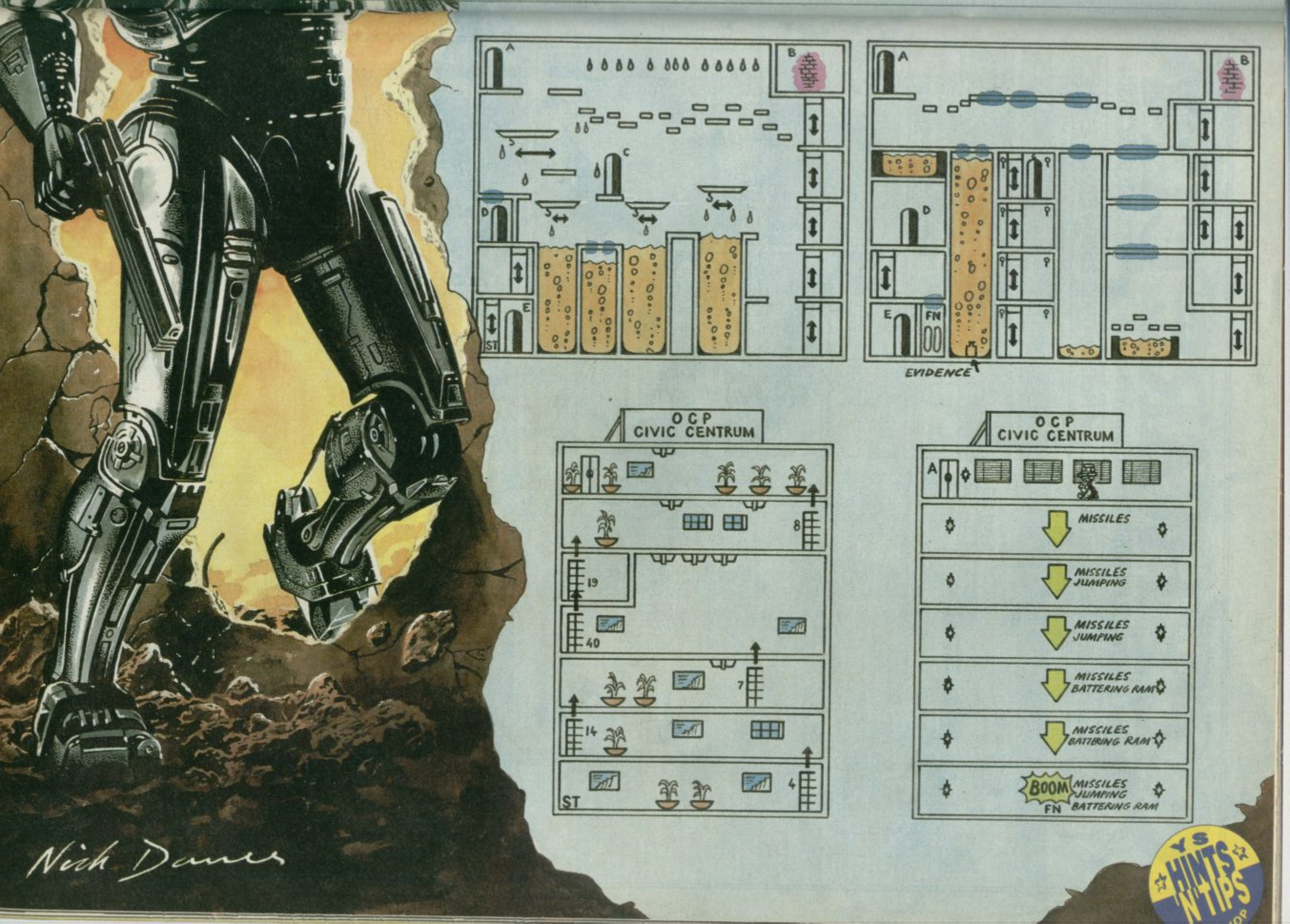
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ROBOCOP II

Unless you skipped the previous page you should have spotted our map of the 3 'proper' levels of *Robocop 2* (congrats to Ben Clews for sending in the version we based the artwork on – the tenner's in the post, Ben!). And here's the complete solution. Over to you, Mark Evans...

LEVEL 1 The Sludge Plant

Walk right punching boxes until you reach conveyor belts. Face left, jump on belt, jump up again, jump left at end of belt, then jump onto belt above. At end of belt jump up twice. At edge jump onto platform, face right, jump up twice then at end of belt jump right, right again and wait until you drop onto platform. Stand on very left edge and jump left. Immediately jump up twice. Jump off left edge then drop onto platform, face right, jump off right edge onto belt. At right edge, jump up and right. Jump off right end of belt and land on conveyor belt. Jump right, and again, and again. Jump right again, then walk right shooting switch on wall. This changes position and turns lifts on.

Walk left onto conveyor belts, jumping if you get stuck. Keep going left till you get to door. Go through door and walk left punching boxes until you get to lift. Go up one level. Walk left, through door and left till you get to lift. Get in and go to top floor.

Walk right and go through second door. Continue walking right onto conveyor belt (don't jump). Once on conveyor belt, jump off at right edge onto next belt. When you get near moving box fire one burst of 3 bullets to turn it off. Walk right and jump over 3 nuke bottles. Stand in middle here to punch wall, go through hole, walk left to lift and go down. Walk right ignoring door and go down again in next lift. Walk left, go through door. Continue left and jump on warped ground. Walk right and shoot computer.

(There are 2 lots of memory bank, each split into 4 parts – here's the first lot of 4...)

THE FIRST MEMORY BANK BIT

L = Left • R = Right • U = Up • D = Down • F = Fire

Part 1 U2, R1, D1, R1, D4, L7, U1, L2, U2, R4, U1, R2, U3, L2, D1, L1, U1, L1, D1, L2, U1
Part 2 D2, R2, U1, R2, U4, L2, U1, L2, U1, L2, D1, L1, D2, L5, D4, R2, FR3, FL3, FU2, FD2, U1, R1, U1
Part 3 FL1, D1, L3, U3, L2, FR2, FL2, U3, FR1, FL2, U3, FR1, FL1, R3, U1, R1, D2, R2, D4, FU2, R3, D1
Part 4 U1, L1, U1, L1, FD2, L2, U2, R6, FD1, R1, D1, R1, D3, L2, FL2, R3, D3, L4, U2, FR2

LEVEL 2 Tokugawa Brewery

Go left and up in lift. Stand near right edge, jump when hook is above you and drop off on other side (this takes practice). Walk right to edge and jump on a hook. When hook reaches the end of belt, jump right onto platform. Walk to right edge and jump on hook, drop off on right side and jump off right edge to land at bottom of screen.

Walk right and go up 4 levels in lift. Jump left onto platform and keep going left jumping from platform to platform till you get to second large platform. Walk off right edge and go through a door.

To turn off vat go down in lift, shoot the lever to left and go up in lift. Shoot lever to right, then to left. Go down 2 levels and shoot lever to right. Go down in lift, walk left and punch wall. Walk onto flashing pipe to open a door, walk right and go to the top in lift.

Walk right, past lift onto a different-looking floor surface. Above you are 4 platforms. Walk under third platform from left and jump up. You will fall through floor and land on a platform far below. Jump onto right platform and walk off right edge. Walk right to lift and go up 2 levels. Walk left to lift and go up to top. Walk to left edge. Jump left across platforms and onto left building platform. Walk left to edge, jump left along platforms and into doorway.

Walk right to edge and jump onto platform to right, jump right onto platform below, walk off left edge. Walk to left edge and jump onto hook. Drop off at far left side and fall through floor. Go right to door, go in, go left and down lift. Walk right and drop down hole, walk left and shoot box.

THE SECOND MEMORY BANK BIT

Part 1 R1, D3, R1, U1, R1, U1, L1, U2, R1, U3, FL3, FR3, L3, D2, L2, FR1, FL4, D3
Part 2 FR1, L1, D2, FD1, R3, D1, R1, U5, FR1, U1, L1, U1, FL3, FR3, L5, D1, L2, D4
Part 3 FR1, L3, D1, L2, D2, FU1, FR1, FL1, R2, FU2, R2, FR2, U1, R2, FR2, U1, R2, FU1, D1, R2, U4, L1, U2, R1
Part 4 L2, U4, FL3, FR3, L2, D1, L1, D2, R1, D3, R1, U1, R3, D2, R2, FR2, U5, R2, FD4, FU4, R1, D2, L1

LEVEL 3 The Last Bit

Simply shoot all the guys with guns. Don't shoot civilians as this affects your percentage.

The codes for the lifts are...

- Lift 1 = 4
- Lift 2 = 14
- Lift 3 = 7
- Lift 4 = 40
- Lift 5 = 19
- Lift 6 = 8

Right, now to kill Robocop 2. Once you've entered door, walk left and when you find him fire at him and keep walking towards him. Keep firing and when you've walked a certain distance the floor will give way and so you'll both fall down a level. This pattern repeats itself until you destroy him. Babyfood jars replenish all your energy, so when one comes down shoot it!

Phew! And ta to you. (I think he deserves 20 quid for that.) And just in case that's not enough, here's a final cheat from Simon Gould...

Hold down G, T and I and you advance a level.

Yowsa!

PRACTICAL POKES

JON NORTH delves deep into this month's mailbag and comes up with...

TEENAGE MUTANT HERO TURTLES

Well, someone obviously likes them. Thanks to **Andy Ryals, Gerard Sweeney** and **Matt Lynch**.

```
10 REM TMHT BY GERARD
SWEENEY, MATT LYNCH, ANDY
RYALS
20 CLEAR 24999
30 LOAD ""SCREEN$
40 LOAD ""CODE
50 LOAD ""SCREEN$
60 POKE 49596,0: POKE 53774,0:
POKE 47997,0: REM INFY
ENERGY
70 POKE 49560,0: REM INFY
TIME UNDERWATER
80 POKE 47834,0: REM NO
CRAPPY FLASHES (?)
90 REM I CAN'T PRINT THAT
LAST ONE!'
100 RANDOMIZE USR 60928
```

RETURN OF THE M

Hands up who remembers **M Harris** from Kent? He went away for a while, but now he's back, and more powerful than ever. His Speedlock routines are so superior to mine that I've had no choice but to make him Hacker of the Month (again).

PANG 128 (infy lives)

```
10 REM PANG 128 BY MARK
20 CLEAR 3E4: FOR N=23497 TO
1E9
30 READ A: IF A<256 THEN POKE
N,A: NEXT N
40 RANDOMIZE USR 23496
50 DATA 221,33,242,174,17
60 DATA 28,16,62,255,55
70 DATA 205,86,5,48,241
80 DATA 62,222,50,52,190
90 DATA 195,81,175
100 DATA 50,109,138: REM
PLAYER 1
110 DATA 50,141,138: REM
PLAYER 2
120 DATA 195,23,190,999: REM
END BIT
```

ROBOCOP 2 (lines to delete)

```
10 REM ROBOCOP 2 128 BY
MARK
20 CLEAR 3E4: FOR N=62657 TO
1E9
30 READ A: IF A<256 THEN POKE
N,A: NEXT N
40 RANDOMIZE USR 62657
50 DATA 221,33,219,174,17
60 DATA 51,16,62,255,55
70 DATA 205,86,5,48,241
80 DATA 33,24,27,34,6
90 DATA 191,195,58,175,33
100 DATA 226,244,34,51,190
110 DATA 195,13,191,62,135
120 DATA 50,109,151: REM LIVES
130DATA50,153,165,50,41,173,50,
235,186: REM IMMUNE TO
SHOTS
140 DATA 195,223,190,999: REM
END BIT
```

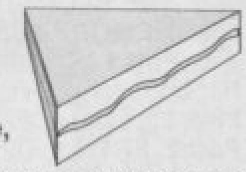
CHASE HQ 2 (credits)

```
10 REM CHASE HQ 2 BY MARK
20 CLEAR 3E4: FOR N=63615 TO
63664
30 READ A: POKE N,A: NEXT N
40 RANDOMIZE USR 63615
50 DATA 221,33,254,174,17
60 DATA 16,16,62,255,55
70 DATA 205,86,5,48,241
80 DATA 33,1,2,34,0
90 DATA 191,195,93,175,33
100 DATA 169,248,17,144,91
110 DATA 1,20,0,237,83
120 DATA 51,190,237,176,195
130 DATA 13,191,62,255,50
140 DATA 190,149,195,223,190
```

AND THAT'S YER LOT

I'll see you in a magazine pretty much like this one (if not exactly the same) in 4 weeks' time.

KWIK SNAX



Hurrah for Dizzy! He gets absolutely everywhere, doesn't he, not least into the depths of my mailbag! Judging by the number of tips we've had for this one you're all completely hooked on it, which is as good a reason as any to get Leigh Jackson in to show us a trick or 2 (or 3)...

➢ Push blocks to kill nasties whenever possible.
➢ If a situation looks impossible try to collect a sauce bottle – it could turn those blocks into yummy fruit.
➢ Use the rest of the blocks in a line to protect you as you slide them along.

You want more? I got more! In fact, here are the complete solutions for the 20 bonus levels of *Kwik Snax*, courtesy of Paul O'Dell. Hurrah!

ICE WORLD
Bonus 1 L, D, U, R, U, L, D
Bonus 2 U, D, L, R, D, L, U
Bonus 3 U, L, U, R, L, D, L, U, L, U, L
Bonus 4 U, R, L, D, R, L, D, L, U, D, R, U
Bonus 5 U, L, U, R, D, R, U, L, D, L, D, R, D, R, U, L

CLOUD WORLD
Bonus 1 U, D, L, R, U, L, R, D, L
Bonus 2 R, L, U, L, U, R, U, L, R
Bonus 3 U, R, U, L, D, R, U, L
Bonus 4 L, D, L, U, L, U, R, R, U, R, U
Bonus 5 R, D, L, U, R, U, L, D, R, D, R, UL, D, R, D, R, U

CUCKOO WORLD
Bonus 1 U, L, D, L, R, U, R, D, R, D
Bonus 2 D, L, R, D, R, L, D, R, D, R, U
Bonus 3 U, L, R, D, L, D, R, D, L, R, U, L
Bonus 4 D, R, L, D, R, U, L, D, U, R, U, L, R, U
Bonus 5 U, L, D, L, D, R, L, U, R

ZAK'S DUNGEON
Bonus 1 R, U, R, U, L, U, R, D, L
Bonus 2 U, R, D, L, U, R, U, R
Bonus 3 R, U, R, D, R, U, R, D, L, U
Bonus 4 U, L, D, R, D, U, R
Bonus 5 R, U, L, R,U R, U, L, U, R, D, L

I also found it easier to complete by doing Cuckoo Land then Zak's Dungeon then Ice World and then Cloud World.

Good-o. Badges on the way!

DR. BERKMANN'S CLINIC



Gorra gamesnag? Gerra specialist!

Still a few old snaglets to clear up, so let's get tippin'!

INDY AND THE LAST CRUSADE

Poor Stephen Forster – he's been waiting eons. But **William Gibson** has a lo-o-ong memory, and he knows how to get that *Cross Of Coronado*...

"Tis the work of a moment, old tablelamp. Go along until you find it above you. Now go right, killing all who attack you, until you find a rope going up. Climb it, collect the torch and go right on the edge of the platform. There's a man on this one so wait until he comes down and just as he is going off-screen, jump on the rope and follow him up. There are 2 platforms for you to jump on. Jump onto the left one and wait until the geezer goes down again. Get back onto the rope and jump onto the right platform. Go right and kill the man. Continue right down until you come to the Cross. Be careful to fall past it though, as you can't get back."

Any help, Steve? Or have you not only solved the complete game but grown up, gone to university and become a chartered surveyor since you first wrote in?

ROLLERCOASTER

And finally, too, we've got an answer to Ross McLatchie, who couldn't get past the room after the Astroslick. Fortunately Clive Cottage can – that's a funny name... oh, it's the name of his house. Where was I? Oh yes, fortunately **Andrew Sampson** can help. Take it away, Andrew.

"What? Your hi-fi? Thanks. As for the Astroslick, jump on the first set of steps when they come down, and as soon as you are on them, *run* across them and you should land safely on the other side. Then jump onto the next lot of steps, go up them and move into the small gap on the right. Then jump onto the flat moving platform and then jump onto the next screen. Then the quickest way to get across the next screen is to jump into the purple wheel at the top of the screen and get off at the other side. Awight, Ross?"

Top hole, in fact, Andrew. Merci beaucoups, and a bottle of rum.

NEW ZEALAND STORY

"How do you get past the giant tortoise?" asked David Forbes. Clive Cottage, sorry, Andrew Sampson knows the answer to that one, too.

"Well, for one thing it's a Rock Octopus, not a tortoise. And here's how to do it. If you start off with a balloon, try not to lose it, and you must also have a weapon (eg bombs). Move about the screen as much as possible, avoiding the bats. Then when you get the chance shoot at his eye until he dies. It takes time, but as long as you don't lose your balloon or weapon, you should get him in the end.

"Either that, or type in PHILLIP on the title screen and get a laser, which will finish him off a lot quicker."

Clever chap, this Sampson. Now where's **Richard Swann**?

HAYLP!

Rather short of space this month once again, so without fuss, bother or even a Cream Egg (yummy), let's get going.

Robert A Challis: "In *Sweevo's World*, how do you kill geese and walking mushrooms? And how do you cross the bridge in Level 3 of *Rebel*?"

Paul Spillar: "How do you get past the gargoyle or the spider or the dragon in *Riddler's Den*?"

Jamie Llewellyn: "In *Teenage Mutant Hero Turtles*, how do you get past the soldier who is guarding April?"

João Viegas da Silva: "How do you get past the Armorog and the one-eyed dragon in *Fantasy World Dizzy*?"

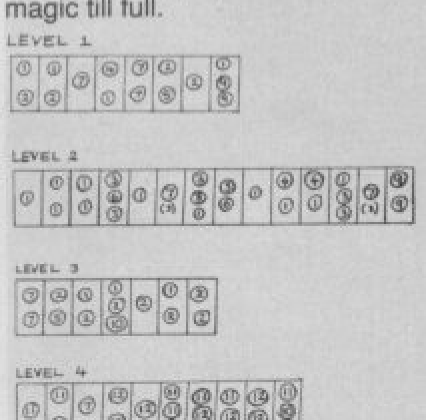
Keep on sending the snags. Next month we should have more room.

GOLDEN AXE

This very organised-looking (but rather titchy) map shows what order all those 'orrible baddies come at you in *Golden Axe*. Definitely a good thing to know, so let's hear it for Ben and Andrew Weinkore.

Shall we start with some general tips? **(Take it away.)**

➢ When using magic, make sure all baddies are standing up.
➢ The best way to hit a baddie is from behind.
➢ The barbarian has the best magic and when in 2-player mode let one player collect magic till full.



THE KEY

1 Bloke with club. The easiest baddies to defeat.

2 Yellow bloke with pink things on his arms. He's a bit odd, quite rare and slightly more difficult than 1.

3 Girlies. Quite dangerous, come in groups on the second level. Sometimes ride Bizarrians. Normal combat (ie just pressing Fire) doesn't work very well, especially if there's more than one of them.Special moves are better, as is jumping and firing. The best way to deal with them is to steal a Bizarrian.

4 1 on Bizarrian (tail-swishing variety).

5 2 on Bizarrian.

6 3 on Bizarrian.

7 Little blue elf with 2 potion bottles.

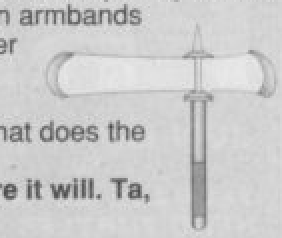
8 Elf-carrying energy.

9 Big bloke with mallet. Well hard. They appear at end of Levels 1 and 2. If you have any magic left, use it – but make sure they're both standing. If you're (very) lucky your special move might work. Again, best to have a Bizarrian.

10 Big knight with sword and shield. Even more difficult!

11 Skeleton swordsman. It takes 6 normal hits to kill them.

12 They look the same as number 2 except they're blue with green armbands and harder to kill.

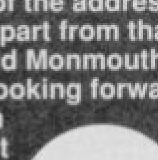


Hope that does the trick.

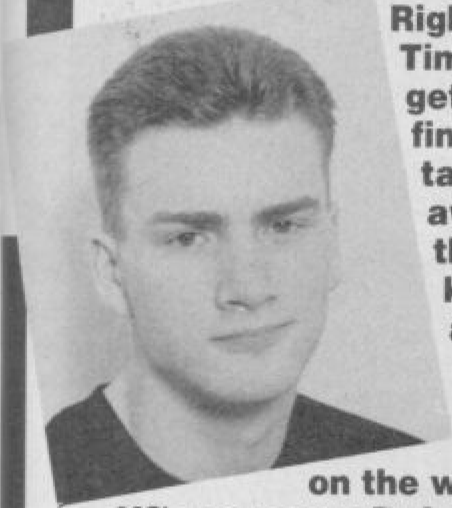
I'm sure it will. Ta, lads!

Funk!

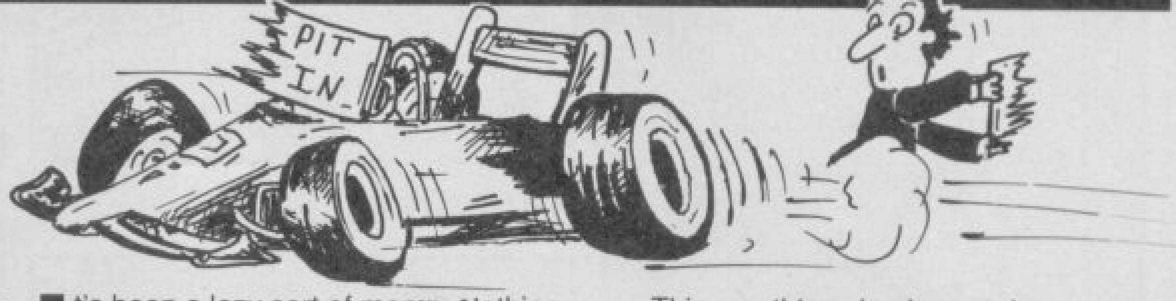
Well that's another empty postbag. I hate to see things empty, so get writing and it'll soon be lovely and full again! Now that JD's gone you'll need to put 'Linda Barker' at the beginning of the address of course but apart from that it's the same old Monmouth stuff. And I'm looking forward to hearing from you. No, honest I am. I'm off to read my Pastels' fanzine now. *(Eh? Ed)* Cheerio!



PROGRAM PITSTOP



Right-o! Time to get those fingers tapping away at the keyboard again and who better to help you on the way than *YS*'s very own Dr Love, JONATHAN DAVIES.



It's been a lazy sort of month. Nothing much to do, really – no pressure at all. But boring? Not at all. It's surprising how easy it is to adapt to a completely event-free way of life. You just sort of drift in and out of consciousness, watch a bit of telly, eat lots and the days just rocket past. The only snag is that before you know it the dreaded Pitstop deadline has come around again.

This month's episode contains something for everyone. Everyone except, that is, people who've already got a machine code-to-data statement program (to whom **Kevin Gale**'s *MC-DATA* will prove entirely useless) and a pop-up menu-making facility (**Zafar Ahmad Khan**'s got that one covered with *Menu-er*).

So, if you'd follow me, please...

MC-DATA

by Kevin Gale

Kevin Gale's got a bit of a reputation in programming circles for writing corking utility programs. At least, he has now – here's a little something he knocked up for converting blocks of machine code into DATA statements to slip into your Basic programs with the minimum of effort. Now, there was actually something a bit like this in Pitstop a few years ago, but that was a few years ago. Besides, this version's a lot more straightforward.

So what are we actually wobbling on about here? Well, you know how sometimes you're typing in a program from Pitstop and you come across a huge load of lines that are just DATA statements with lots of numbers in? (Interesting Fact No 1: there are lots of these in *MC-DATA*.) Well, actually these tend to be machine code routines in disguise, and this program makes the process of 'disguising' the machine code (as it were) a lot simpler. (Intersting Fact No 2: the *MC-DATA* listing on this page was actually created using itself, if you see what I mean.) All you need to do is tell the program the whereabouts of the code in memory and how you'd like it all laid out and it'll take care of everything else. This makes things easier not only for you, but also for Pitstop readers (erm, and me) – if you run your programs through this before you send them in it saves us all from having to worry about hex dumps and other such horrors.

How does it work, then? Well, I won't bother simplifying things too much as the program's only really going to be any use to techies. All you've go to do is type in the First Listing (look – no hex) and save it. When you run it, *MC-DATA* will be installed at address 60000. You may need to change this if it clashes with your own program. Then you need to set up the following variables...

xx+54-55, start address of code
xx+60-61, length of code
xx+43, start line of Basic
xx+49, step of line numbers
xx+66, bytes per line (1-50)
xx+71, flags

...where xx is the start address of *MC-DATA*. If you want checksums to be generated at the end of each line set 'flags' to 1, otherwise set it to 0. Then RANDOMIZE USR 60000 and you're away.

Alternatively there's an easier way of doing this. Type in the Second Listing, and enter numbers when requested, and it'll sort out everything for you.

All that remains is to tag on a short routine to convert all the DATA back into machine code and you're there. This is a doddle if you haven't selected the checksum option – just set up a loop that reads in all the numbers and POKEs them into memory. Otherwise you'll need to keep a running total on each line and compare it with the checksum at the end. This is a bit more complicated, but will save hours of frustration for people typing the program back in.

First Listing

```
     0>REM MACHINE CODE TO BASIC
             PROGRAM 1

   WRITTEN BY KEVIN GALE 1991.
 3 WORDSWORTH CRESCENT,SPRINGWELL
 VILLAGE,GATESHEAD TYNE & WEAR.

  10 CLEAR 59999: LET ADD=60000:
 LET TOT=0: LET LN=200
  20 PRINT AT 0,0;"READING LINE
 ";LN: READ A
  30 IF A>255 THEN  GO TO 60
  40 POKE ADD,A: LET TOT=TOT+A:
LET ADD=ADD+1
  50 GO TO 20
  60 IF A<>TOT THEN  PRINT "ERRO
R IN LINE ";LN: STOP
  70 LET LN=LN+10
  80 READ A
  90 IF A<>9999 THEN  LET TOT=0:
 GO TO 30
 100 CLS
 110 PRINT "LENGTH OF CODE=564 B
YTES"
 120 PRINT '"LOAD CODE INTO ANY
VALID ADDRESS(FULLY RELOCATABLE)
 THEN USE THEPOKES BELOW OR PROG
RAM 2. THE   TOP THIRD OF THE SC
REEN IS USED BY THE PROGRAM."
 130 PRINT '"ADDRESS OF DATA
 XX+54,nn    LENGTH OF DATA
 XX+60,nn"
 140 PRINT "START BASIC LINE
XX+43,nn    STEP
XX+49,n"
 150 PRINT "BYTES ON EACH LINE
XX+66,n     FLAGS
XX+71,n"
 160 PRINT '"IF YOU WANT CHECKSU
MS POKE FLAGSWITH 1 ELSE POKE FL
AGS WITH 0."
 170 PRINT '"THE MAXIMUM NUMBER
OF BYTES ON  EACH LINE SHOULD NO
T EXCEED 50."''"XX=START  n=1 BY
TE  nn=2 BYTES."
 180 STOP
 190 SAVE "mc-data"CODE 60000,56
4
 200 DATA 221,33,0,2,221,9,62,13
,221,94,0,221,86,1,213,225,235,9
,229,221,2316
```

First Listing cont

```
 210 DATA 94,2,221,86,3,235,9,23
5,225,115,35,114,17.4,0,221,25,6
1,254,0,1956
 220 DATA 32,222,33,10,0,34,0,64
,62,10,50,2,64,33,86,5,34,5,64,3
3,843
 230 DATA 175,0,34,13,64,62,10,5
0,7,64,62,1,50,17,64,62,228,50,0
,65,1078
 240 DATA 33,1,65,34,18,64,62,1,
50,20,64,33,0,0,34,15,64,42,5,64
,669
 250 DATA 126,205,198,235,205,24
5,235,237,91,18,64,126,18,35,19,
16,250,62,14,18,2417
 260 DATA 235,237,91,5,64,26,35,
54,0,35,54,0,35,119,35,54,0,35,5
4,0,1168
 270 DATA 35,34,18,64,42,15,64,7
9,6,0,9,34,15,64,58,20,64,79,58,
7,765
 280 DATA 64,185,40,79,58,20,64,
60,50,20,64,42,18,64,54,44,35,34
,18,64,1077
 290 DATA 42,5,64,35,34,5,64,42,
13,64,43,34,13,64,125,180,32,155
,42,18,1074
 300 DATA 64,43,34,18,64,58,20,6
4,254,1,200,58,17,64,254,1,204,1
44,235,205,2002
 310 DATA 102,235,33,86,236,17,1
,65,1,10,0,237,176,237,83,18,64,
175,50,17,1843
 320 DATA 64,24,19,58,17,64,254,
1,204,144,235,205,102,235,33,1,6
5,34,18,64,1841
 330 DATA 24,174,42,18,64,54,13,
17,255,64,183,237,82,34,3,64,205
,4,236,42,1815
 340 DATA 0,64,58,2,64,95,22,0,2
5,34,0,64,62,1,50,20,64,33,0,0,6
58
 350 DATA 34,15,64,201,42,18,64,
54,44,35,34,18,64,42,15,64,205,2
01,235,205,1654
 360 DATA 245,235,237,91,18,64,1
26,18,35,19,16,250,62,14,18,19,1
75,18,19,18,1697
 370 DATA 19,42,15,64,125,18,19,
124,18,19,175,18,19,237,83,18,64
,201,38,0,1316
 380 DATA 111,17,8,64,1,240,216,
205,232,235,1,24,252,205,232,235
,1,156,255,205,2895
 390 DATA 232,235,14,246,205,232
,235,125,198,48,18,201,175,9,60,
56,252,237,66,61,2905
 400 DATA 198,48,18,19,201,33,8,
64,6,4,126,254,48,32,3,35,16,248
,4,201,1566
 410 DATA 237,75,0,64,237,67,73,
92,33,0,65,235,33,85,21,229,42,3
,64,229,1884
 420 DATA 96,105,205,110,25,32,6
,205,184,25,205,232,25,193,197,3
,3,3,3,43,1900
 430 DATA 237,91,83,92,213,205,8
5,22,225,34,83,92,193,197,19,33,
0,65,197,237,2403
 440 DATA 75,3,64,9,43,193,237,1
84,42,73,92,235,193,112,43,113,4
3,115,43,114,2026
 450 DATA 241,201,57,57,57,57,14
,0,0,15,39,0,102,0,102,1,105,0,1
49,1,1198
 460 DATA 217,0,48,1,220,0,6,1,2
49,0,48,1,252,0,6,1,21,1,164,1,1
237
 470 DATA 61,1,105,1,64,1,149,1,
112,1,136,1,118,1,136,1,124,1,13
6,1,1151
 480 DATA 129,1,136,1,267
 490 DATA 9999
9998 STOP
9999 SAVE "MC-DATA1" LINE 10
```

Second Listing

```
9979 STOP
9980 INPUT "MC-DA ADDRESS (18432
-64970)      ";XX: IF XX<18432 OR
 XX>64970 THEN  GO TO 9980
9981 INPUT "MACHINE CODE ADDRESS
 ";ADD: IF ADD<0 OR ADD>65535 TH
EN  GO TO 9981
9982 INPUT "LENGTH OF MACHINE CO
DE ";LEN: IF LEN<0 OR LEN>65535
THEN  GO TO 9982
9983 INPUT "START LINE IN BASIC
";ST: IF ST<1 OR ST>9999 THEN  G
O TO 9983
9984 INPUT "LINE STEP ";STP: IF
STP<1 OR STP>50 THEN  GO TO 9984
9985 INPUT "NUMBER OF BYTES ON E
ACH LINE     ";BPL: IF BPL<1 OR B
PL>50 THEN  GO TO 9985
9986 POKE 23658,8: INPUT "CHECKS
UMS Y/N ";A$: IF A$<>"N" AND A$<
>"Y" THEN  GO TO 9986
9987 LET A=INT (ADD/256): POKE X
X+54,ADD-(A*256): POKE XX+55,A
9988 LET A=INT (LEN/256): POKE X
X+60,LEN-(A*256): POKE XX+61,A
9989 LET A=INT (ST/256): POKE XX
+43,ST-(A*256): POKE XX+44,A
9990 POKE XX+49,STP
9991 POKE XX+66,BPL
9992 POKE XX+71,0: IF A$="Y" THE
N  POKE XX+71,1
9993 PRINT "RANDOMIZE USR ";XX'"
TO CALL ROUTINE."
9994 STOP
9999 SAVE "MC-DATA2" LINE 9980
```

MENU-ER

by Zafar Ahmad Khan

It always amazes me when a program travels for thousands of miles from, say, Islamabad (in Pakistan), across deserts and oceans, through storms and perhaps even battlefields, and loads first time. And yet other programs arrive from just a stone's throw away and sound as if they've fallen victim to the tracks of a Challenger tank.

Zafar Ahmad Khan's tape did indeed load first time, having survived the journey from Islamabad (in Pakistan) intact. Among the top-notch stuff therein, I've picked *Menu-er* (*Argh. Ed*) as the most useful. What it does it to let you create pop-up menus a bit like the ones on 128K Spectrums with a group of options to choose between and a little bar that moves up and down to pick them with. The possibilities for using them in your own programs are, of course, endless.

It's all written in Basic, so all you've got to do is type it in and try it out. Zafar's given us a demonstration menu which doesn't really do much so you'll probably want to embark on a few of your own. This is simplicity itself.

For each menu you'll need to write two DATA statements. The first should contain seven numbers (line, column, paper, ink, number of selections, length of longest selection and shadow colour) followed by the title of the menu, and the second should be a list of the selections that make up the menu. Take a gander at the demo's data lines if you're not too sure about any of this. The bulk of your program goes in the space before line 9000. Every time you want to print a menu do RESTORE [line number of first relevant DATA statement] and then GOSUB 9000. The number of the selection picked will be returned as 'sel'. At the moment the program simply prints up this number for demo purposes – yours will obviously do something a bit more sensible.

Third Listing

```
  10 BORDER 0: PAPER 0: INK 4: C
LS
  20 RESTORE 9500: GO SUB 9000
  30
  40
  50 PAPER 0: INK 4: PRINT AT 20
,0;"Selection no. ";sel
  60 STOP
  70
  80
  90
9000 REM **** Menu-Maker ****
9010 REM * (C) 1990          *
9020 REM * Zafar Ahmad Khan *
9030 REM ********************
9040 DIM d(7): FOR f=1 TO 7: REA
D d(f): NEXT f
9050 DIM n$(d(6)): DIM s$(d(5),d
(6))
9060 READ n$: FOR f=1 TO d(5): R
EAD s$(f): NEXT f
9070 PAPER d(3): INK d(4)
9080 LET x=d(1): LET y=d(2)
9090 PRINT AT x,y; INVERSE 1;" "
;n$;" "
9100 LET b$="
            "( TO d(6)+2)
9110 PRINT AT x+1,y;b$: FOR f=1
TO d(5): PRINT AT x+1+f,y;" ";s$
(f);" ": NEXT f: PRINT AT x+2+d(
5),y;b$
9120 LET x=x+d(5)+3
9130 FOR f=1 TO d(6)+2: PRINT AT
 x,y+f; PAPER d(7);" ": NEXT f
9140 FOR f=1 TO d(5)+2: PRINT AT
 x-f,y+d(6)+2; PAPER d(7);" ": N
EXT f
9150 LET x=d(2)*8: LET y=167-d(1
)*8
9160 PLOT x,y: DRAW 0,-d(5)*8-15
: DRAW d(6)*8+15,0: DRAW 0,d(5)*
8+15
9170 LET x=d(1)+2: LET y=d(2)+1:
 LET sel=1
9180 PRINT AT x,y; INVERSE 1;s$(
sel)
9190 LET i$=INKEY$: IF NOT (i$=C
HR$ 10 OR i$=CHR$ 11 OR i$=CHR$
13) THEN  GO TO 9190
9200 IF i$=CHR$ 13 THEN  RETURN
9210 PRINT AT x,y;s$(sel)
9220 IF i$=CHR$ 10 THEN  LET x=x
+1: LET sel=sel+1: IF sel>d(5) T
HEN  LET sel=1: LET x=x-d(5)
9230 IF i$=CHR$ 11 THEN  LET x=x
-1: LET sel=sel-1: IF sel<1 THEN
  LET sel=d(5): LET x=x+d(5)
9240 GO TO 9180
9250 STOP
9260
9270
9280
9500 REM **** Data for Menu ****
9510
9520 DATA 5,6,6,2,6,16,5,"DEMO.
MENU"
9530 DATA "Return to Editor","Sa
ve File","Load File","View Statu
s","Reset System","Exit"
9540
9550
9560
9570 REM ****
      DATA line,column,paper,ink
,no. of selections,length of lon
gest selection,shadow colour,"me
nu title"
9580 REM ****
      DATA "list of selections"
```

PIP-PIP

If you'd like to cut yourself a slice of the action, bung a copy of your personal best onto a tape and send it to me at Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. Who knows? You may even net next month's cheque for £50! (Or a badge at the very least.)


YOUR
SINCLAIR


TURRICAN 2

The Don't Even Ask Ones

A few timeless classics here, including...

Super C5 Racer by Ross Purvis	CRAP FACTOR 100°
A Trolley With A Bust Wheel Simulator by C.R.A.P. Software Ltd	CRAP FACTOR 100°
Professional God Simulator by SD Tinsley	CRAP FACTOR 100°
A Rather Crap Space Game by Stephen Bolton	CRAP FACTOR 100°

CRAP GAME CORNER

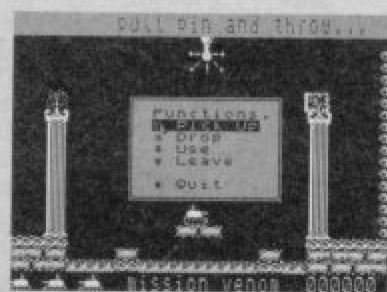


In case you were wondering where RICH PELLEY and Crap Games Corner have got to this issue, they're both here.

MISSION VENOM
By Nigel Woods

Hmm – this one seems familiar. Excuse me a minute (wanders off to check the dusty archives of the *YS* shed). A-ha! Here we are, *C***** November 1989 (ahem) and a game on the covertape called *Action Farce II*, which is rather spookily similar to this one.

Now this opens up two possibilities – a) this Nigel Woods bloke wrote both the crap game and the one on the C**** tape or b) the whole thing is just a big coincidence. The answer, though, is of course c) he completely ripped off *Action Farce II* and hoped I wouldn't notice, the cheat. What a complete scamp, eh, readers?



A couple of big columns. Oo-er.

Anyway, for what it's worth, the basic idea of *Mission Venom* is to get from one end of the flip-screen maze to the other in a little tank, picking up objects and using them at appropriate places to progress further (via pull-down window menus, as seen in both Mastertronic's *Magic Knight* series, and the screenshot here), and jumping over nasty gaps and avoiding deadly objects into the bargain. There's a strong puzzle element to the thing as you have to decide what objects to use where – but because hints are given to you at the top of the screen (and it's all pretty obvious anyway) it's really a bit too easy. So easy in fact that my friend finished it on his first ever go.

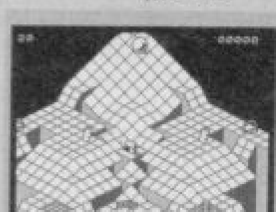
As a game on the whole, it works quite well, but both this and *Mission Venom 2* (more of the same thing on the other side of the tape) are really only cut-down versions of this *Farce II* thing, with different puzzles and layout, but similar graphics, and identical gameplay. They're far far (far) too easy as well. So, not a bad effort all in all, but hardly a fair one.

VERDICT

Technical Igenuity	Achievement	Crap Factor	Fun	Overall
84	70	14	62	65

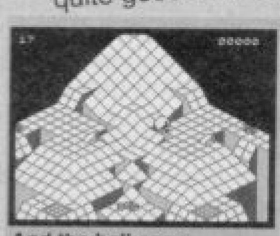
FUNKY TESTICLE
By Leigh Loveday

A bit more cheating going on here, as this one was 'sneakily' done using *Marble Madness Construction Kit*. However, it would have been even more sneaky if you didn't have to load the thing into *Marble Madness* before you started.



Er, this is what it looks like (basically). (Ahem.)

Anyway, it's vaguely okay-ish though. I dunno if you've ever seen *Marble Construction Kit*, but it's quite good and very user-friendly, so even the most stupid person can use it. It's also quite fun too and I must admit to having spent one (very lonely) afternoon making up my own game on it ages ago.



And the ball came tumbling down. Hurrah!

Funky Testicle, apart from its rather lurid title (in fact I don't even think I'm allowed to say 'testicle' in this mag) (*You're not. Ed*) is nothing particularly new, and doesn't even have anything to do with male genitals. Oh, apart from the balls of course, which are what you have to roll down the track without falling of the sides, or running into a caterpillar (which does look a bit like a 'thingy' come to think of it). The tracks are shaped into everything from wiggly lines to one which says '*YS*' (if you look closely enough) – natty, eh? And that's about it, really. Still, you have to give him some credit for trying. I suppose.



A bit like being on a ski-slope really, isn't it? (Or perhaps !

VERDICT

Technical Igenuity	Achievement	Crap Factor	Fun	Overall
23	72	64	69	59

ED'S NOTE

Although this is rather unlike us, we would like to be extremely serious for a moment as we have some rather upsetting news. It's Rich Pelley, you see. He's dead. A fatal overdose of Nice 'n' Spicy Nik-Naks apparently (6 packets – a new world record). We found this suicide note nearby...

"Dear Readers,

I just can't go on. These crap games are driving me mad as I feel that they really are becoming too stupidly crap and the whole feature too pointless to carry on. Okay, so it was a pretty funny joke to begin with, but you've got to admit, it's all getting a bit boring and unfunny now. I've therefore decided to kill myself.

Bye then.

Rich.

PS However, we will be sticking any decent games we receive on the covertapes (and doing the occasional Good Game Corner), so do continue sending these in, won't you? But remember – no crap ones. Not even one, as these will just get slung out immediately. Cheers then."

Blimey, eh?

THE END

YS ADVE



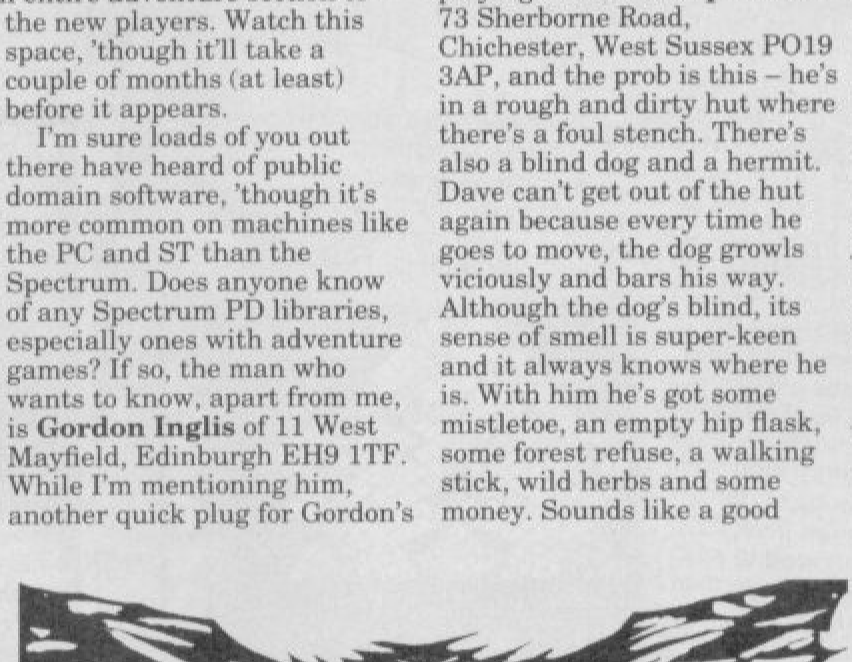
Jason Knight has sent me ten quid. A while ago I muttered something about "answers on the back of a £10 note please", and Jason obliged. More people should follow his example, except that I'd prefer real tenners next time instead of the *Monopoly* money that Jason used. Nice idea, though, oh Knight of Maidstone.

Nick Humphries writes from Saffron Walden to say that he's just ordered his first-ever adventure, and it's ***One Of Our Wombats Is Missing***. An inspired choice. More people should follow his example. Nick suggests that as there must be many beginners like him around, I should do an article about how to play adventures. You're right, Nick, I do get lots of letters from new players, so I'm thinking of doing something along those lines, maybe even devote an entire adventure section to the new players. Watch this space, 'though it'll take a couple of months (at least) before it appears.

I'm sure loads of you out there have heard of public domain software, 'though it's more common on machines like the PC and ST than the Spectrum. Does anyone know of any Spectrum PD libraries, especially ones with adventure games? If so, the man who wants to know, apart from me, is **Gordon Inglis** of 11 West Mayfield, Edinburgh EH9 1TF. While I'm mentioning him, another quick plug for Gordon's second-hand adventure service. Gordon is the Del-Boy Trotter of the Spectrum adventure scene, and will buy any adventures you may wish to sell, and sell you any adventures you may wish to buy. No pirate copies dealt in, so send him an sae if you want to know more. I've seen several of the regular lists that Gordon publishes, and there are some real bargains among the golden oldies he manages to unearth. You have to be quick 'cos good old adventures are in great demand.

Your kind services are in demand now, on an adventure I've never ever, ever, ever heard of. Ever. And that's ***Druid's Moon***. The person playing it is **Dave Squires** of 73 Sherborne Road, Chichester, West Sussex PO19 3AP, and the prob is this – he's in a rough and dirty hut where there's a foul stench. There's also a blind dog and a hermit. Dave can't get out of the hut again because every time he goes to move, the dog growls viciously and bars his way. Although the dog's blind, its sense of smell is super-keen and it always knows where he is. With him he's got some mistletoe, an empty hip flask, some forest refuse, a walking stick, wild herbs and some money. Sounds like a good problem that, so answers to Dave, please. He reckons that *YS* is absolutely brill, and the games collection is the best bit, but he would like to see the occasional adventure game included in the selection of cover games. So would I... come on, Ed!

A letter now all the way from Poland, where I went for



Guess what's just plopped through my letterbox? Pardon? Don't be filthy! No, it's just the latest issue of the one and only Speccy adventure fanzine, *From Beyond*. (Actually it's from Norwich, but what's the difference?)

This latest issue (which won't be the latest issue by the time you read this as the next one will be out) includes a free car window sticker (although you can stick it somewhere else if you don't have a car) and some discount coupons for getting money off adventures from people like Zenobi, Tartan, River Software, Compass and Fantasy Software. Now where did they get that idea from, eh?

Crammed into the 50 pages are 5 reviews, more on how to publish your own adventure mag (including the all-important cover design), bits, pieces, bits and pieces, maps, hints and a prize crossword. To get your copy of this or the current issue of *From Beyond*, send £1.50 to 36 Globe Place, Norwich, Norfolk NR2 2SQ. Make cheques or postal oders payable to T Kemp, and if you're feeling flush send £4.50 for a 3-issue subscription.

There was a time when Zenobi Software could be relied on to publish one new game every few months, and ordinary mortals could afford to keep up and buy them. Not any more. You'd need a private income to buy every Spectrum adventure Zenobi brings out these days, so thank heavens for Coupon Corner. Hurrah!

The latest release schedule includes no less than 5 compilations, one on disk and 4 on tape. *Balrog's Big Disk* contains 5 older titles and costs £5.99, 'though if you look around you can get a copy much cheaper than that, know what I mean? The tape titles are mainly combinations of old favourites, with one new one. That's *Balrog's Box Of Delights*, which has *The Boyd File, Arnold The Adventurer* and *Teacher Trouble* for £3.49. At £2.99 there's either *The Balrogian Trilogy* (*Fuddo And Slam/Bulbo And The Lizard-King/Seeker Of Gold*) or *Balrog's Big Four* (*Balrog And The Cat/Dark Night Sky/Little Hodcome/Retarded Creatures And Caverns*).

Best bargain of the lot is that for £2.49 you can now get a tape containing all 3 games in the *Behind Closed Doors* series. Cleverly called *Behind Closed Doors... The Saga*, you get 3 great games for the price of one. So maybe we can expect *Behind Closed Doors IV* soon? All the above games are from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

NTURES

by MIKE GERRARD





Illustrations by Anthony Colbert

a visit last November, and jolly good it was too. I did see quite a few Speccy tapes in the shops, and *YS* reader **Wojcieck Heczko** now writes to tell me that the Spectrum scene there is alive and well. He's got a Timex 2048, which is a 48K Spectrum by another name, and he's 20 years old and studying Cybernetics at the Technical Academy in Warsaw. He'd like to write to anyone who's interested in maybe swopping English mags like *YS* for Polish computer mags, or English interfaces like the Multiface for Polish interfaces such as the AY-sound interface, which seems to give your 48K machine the 128K's sound facilities. Wojcieck is also a keen adventure player, speaks good English and lives at Lessla 2/70, 24-100 Pulawy, Poland.

Personally I need to have a holiday in Portugal not Poland, as **Ricardo Miguel** bought my book and paid me in Portuguese currency (after getting my permission, of course). Now I'll have to go there to spend my 2,000 escudos, or whatever they have over there. Unless anyone else is going this summer and wants to make me an offer!

To keep the multi-cultural connection going, **Tung Mac** is Chinese but lives in London. He's sent in some advice on ***NeverEnding Story*** for Becca Stares who was asking about the game recently. You must drop Artax or Falkor before you enter the tunnel. The recognition word for the fragment of glass is FRAGMENT, and you must be carrying the piece of leather or it'll drop out of your hands. To get past the desert you must get Falkor and Auryn then go to the desert and fly south. Give the crystal to the gnome then go south, south, wait till the sphinx blinks then go south again to finish Part 1. In the torture chamber, drop the coin. All I can say for that batch of help is, "Ta, Tung".

D Collier, also of London, says he's a bit stuck in ***Seabase Delta***. A bit?? He then asks me 12 questions, which I reckon earns him a *Fawlty Towers* Manuel of the Month award for being stuck in 12 different places in the same adventure. Quite an achievement. Anyway, to de-stick DC, here's some advice. To sign the card you need the autoclerk and the pen. To get some ink, shoot the octopus. To unlock the lift panel you need a large key, which is on the table in the food farm. You can reverse the direction of the conveyor belt by using the fork to short-circuit the switch. The command to move the cannon is LEVER CANNON. As for the telescope... seems to have no use. Anyone found one for it?

In the February issue I reviewed *Captain Kook* by Paul Cardin, and said what a jolly good number it was. The game has a compo connected with it, and the author's asked me to let people know that he's extended the deadline for entries to 30th June 1991. (He actually said 31st June in his letter, the silly billy!) That gives everyone a fair chance of picking up the spanking £50 prize. Coo and double-coo! The game is *Captain Kook*, the price is £3.50, the mark it got was a smart 8/10 and the address is Paul Cardin, 3 Lonsdale Villas, Wallasey, Merseyside L45 4PG.

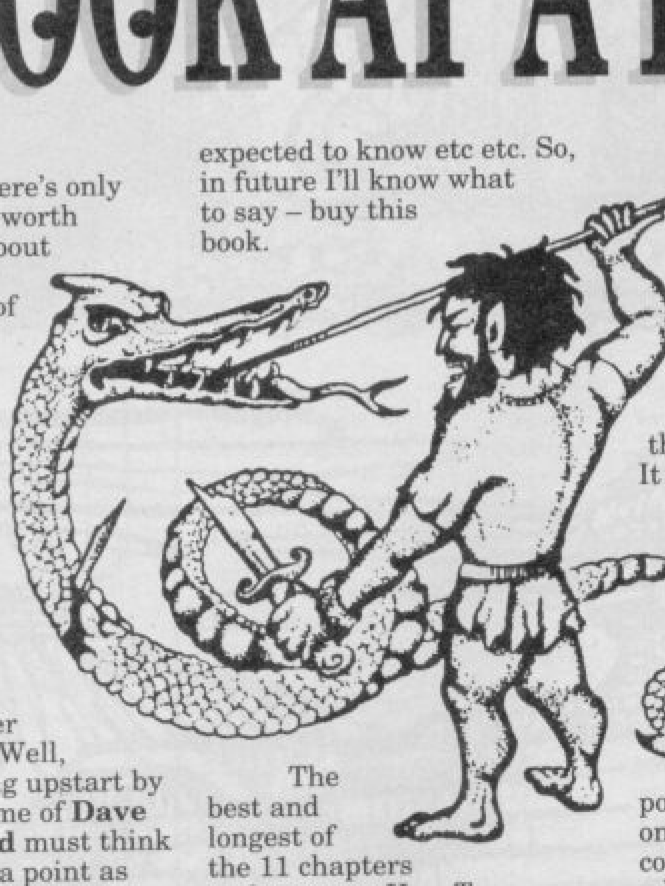
Victoria Jane Elizabeth Green of Wareham has a big name, and, according to someone I know, a big head since she got lots of mentions in *YS* a few months ago! (I'm not telling you who said that, Vicki.) But I have to give her another mention as she's stuck on a couple of games I can't help on. In ***Limehouse Mystery***, how do you get out of the house at the start? In ***House On The Tor***, what do you do with the transparent box? While she's here, Vicki also wants to say a big thanks to John Wilson for all the trouble he went to to get her a working copy of ***Diablo***, and she wants to say "Bleeughh!" to everyone who knows her. She even promises me a few kisses on the bottom if I do it, so there! Vicki, mad fool that she is, fancies her chances as a journalist, and asks me what qualities are needed. I'd say an ability to drink a vast amount of alcohol, preferably at someone else's expense, the knack of living on fresh air till the editor sends you your cheque, and most of all, the ability to write just enough words to get you to the end of the page, like this...

A LOOK AT A BOOK

Everyone knows there's only one book worth buying about Spectrum adventures, and of course that's *Adventures On The Spectrum* by, ahem, Mike Gerrard. As this tells you absolutely everything you ever wanted to know about the subject, what point is there in anyone ever producing another book? Well, a young upstart by the name of **Dave Havard** must think there's a point as he's just written a tomelet called ***A Beginner's Guide To Adventures***. It's published by Atlas Adventure Software, the computer empire that also brings you *Adventure Probe* every month.

If you've seen *Probe* then the look of the book won't surprise you, as it's in exactly the same A5-size format, with 50 pages squeezed between the pale blue covers. The front has a cartoon-style piccie by graphics artist **Dicon Peeke** (of *Scapeghost* fame).

A-ha, but what's between and betwixt those covers? FIFTY PAGES, I'VE JUST TOLD YOU, YOU GOT CLOTH EARS OR SUMFINK?? Sorry, got a fit of the capitals there. The book was written at the suggestion of Mandy Rodrigues, editor of *Adventure Probe*, and no doubt like me she gets letters every month asking how can a newcomer get to grips with adventures, learn how to play them, discover what those 'usual commands' are that you're expected to know etc etc. So, in future I'll know what to say – buy this book.



The best and longest of the 11 chapters is the one on *How To Play An Adventure*, and I only wish I'd thought of doing this in my own book. Dave takes the novice player right the way through a typical adventure, from loading it up to the congratulatory message at the end. My only quibble (ooh, I love a quick quibble) is that he's made rather a bizarre choice of sample game. The one Dave has chosen is the old Artic title from 1983, *The Golden Apple*. While it's a good simple game that can be thoroughly explored in the chapter's 21 pages, the fact that it's no longer available is a definite disadvantage. Ideally the reader and novice gamesplayer should be able to load the game up and play it alongside reading Dave's comments and suggestions. As you gain more confidence you can try solving the problems for yourself, before perhaps turning to the author's advice if you're still getting nowhere. As only about 1% of the book's intended readers are likely to have a copy of *The Golden Apple* (unless they've been a beginner since 1983, of course) you're limited to just reading – rather than reading and doing, which is a much better teaching method.

Having had me quibble, the book is still just what the beginner needs. It doesn't only deal with adventure-type problems, but remembers to tell you about saving your game too, and how and when you should do it, and about the use of filenames to label your saved positions. There are sections on mapping and other common adventure game features, like food and having to move round in the dark. There's a whole chapter on mazes, and another on loading and saving, and possible problems. At the front the author modestly states that he hasn't really gone into the question of loading problems in much depth, as he hopes to write another booklet on the subject, but he's covered them well enough for most newcomers to computing.

At the back there's a list of addresses, though you should note that *Magic Missile* is no longer in production, and Official Secrets isn't much use to Spectrum adventurers these days. *A Beginner's Guide to Adventures*, however, is *definitely* of use to Spectrum adventurers, and if you're new to the adventure game scene then you'd better go out and buy it now.

Title ... *A Beginner's Guide to Adventures*
Author .... Dave Havard
Price .... £3 including p&p (overseas readers add £1 for extra postage)
Publisher .... Atlas Adventure Software, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP

COUPON CORNER

A Pair Of Big Ones From The Balrog

The generosity of **Zenobi Software** knows no bounds when it comes to discounts for Coupon Corner. Well, so long as it's not more than about a quid. After all, even a Balrog has to scratch a living (which is better than what he usually scratches). And for those who don't know, Zenobi Software is run by **John Wilson**, otherwise known as the Rochdale Balrog (for reasons lost in the mists of time).

This month Zenobi's got a nice pair of offers, both of them special disk compilations for +3 owners. But fear not, tapesters, your turn will come next month. Perhaps. Meanwhile, those with a slot that'll take a 3" disk can choose from either *Balrog's Big Disk* or *Another Big One From The Balrog*. The first contains 5 adventures, several of which have been rosily reviewed in historic editions of *YS*, like the cracking *Crack City* and the brilliant *Beheaded Smuggler*. The other 3 titles are also well above average, and they're *Infiltrator, Pawns Of War* and *Stalker*. All that for £4.99, a whole pound off the regular price to couponless computer bums.

Balrog's other big one has 4 adventures on it – *Pendant Of Logryn, Bog Of Brit, The Menagerie* and, best of all, Jack Lockerby's Christmas Carol cracker, *The Miser*. That little lot weighs in normally at £4.99, but to *YS* Scrooges everywhere it's only £4.49. If I do my sums right (and I always do) that means if you get them both you'll have 9 disk-based adventures (and 2 disks!) for less than a tenner. Can you say fairer than that? "Fairer than that". Oh, you can.

TO: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

FROM:

Name ....

Address ....

....

....

....

Post Code ....

Okay, Balrog, show us your big ones! Please send me in a plain brown wrapper the disk or indeed disks that I've marked below, as per the special offer couponeroonie in the mega-delicious *Your Sinclair*...

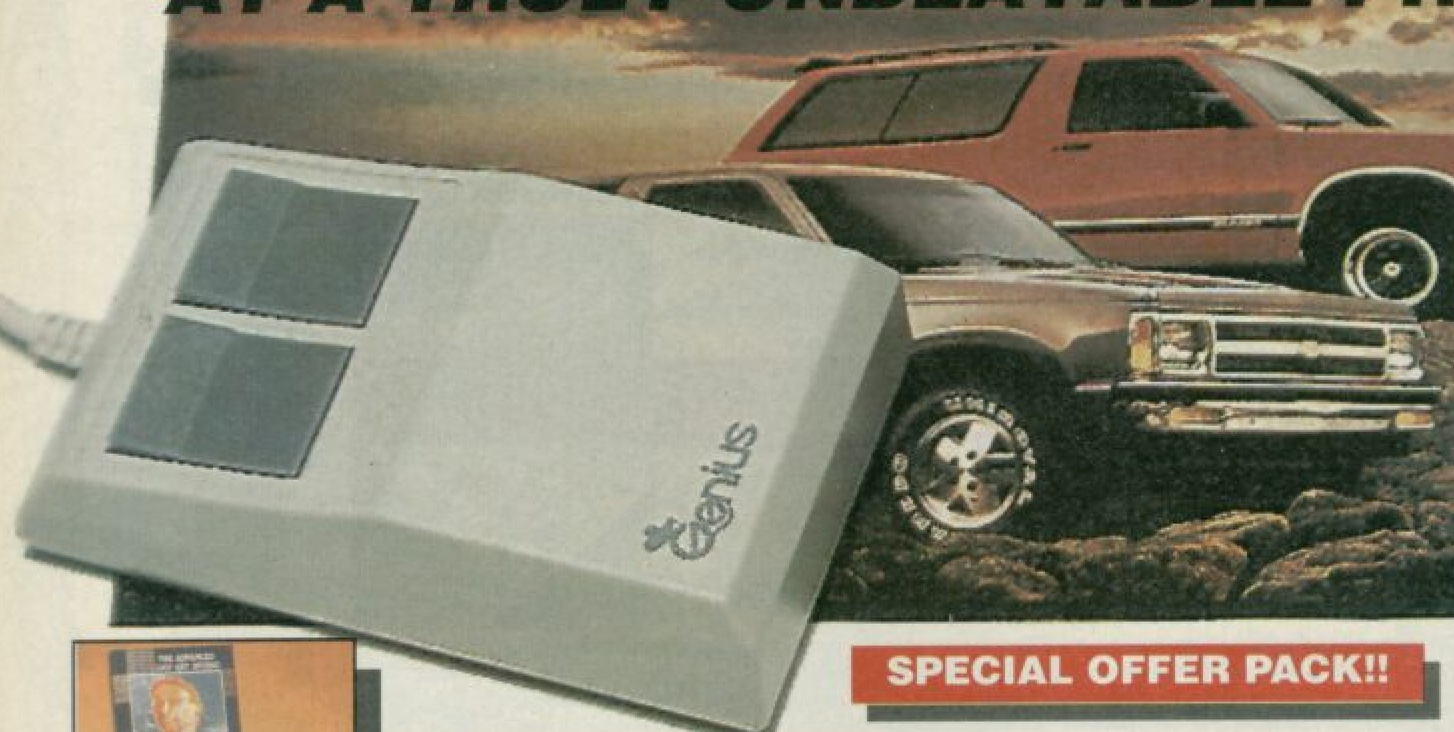
❑ ***Balrog's Big Disk*** £4.99

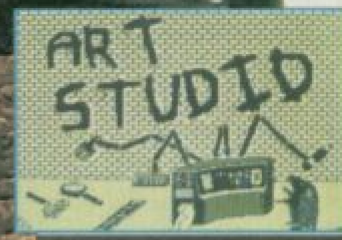
Another Big One

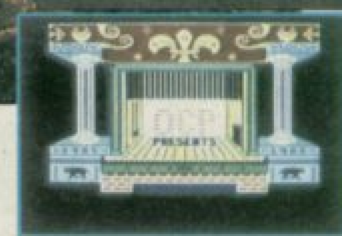
❑ ***From The Balrog*** £4.49

(Overseas readers please add £1 per disk to cover extra postage costs.)

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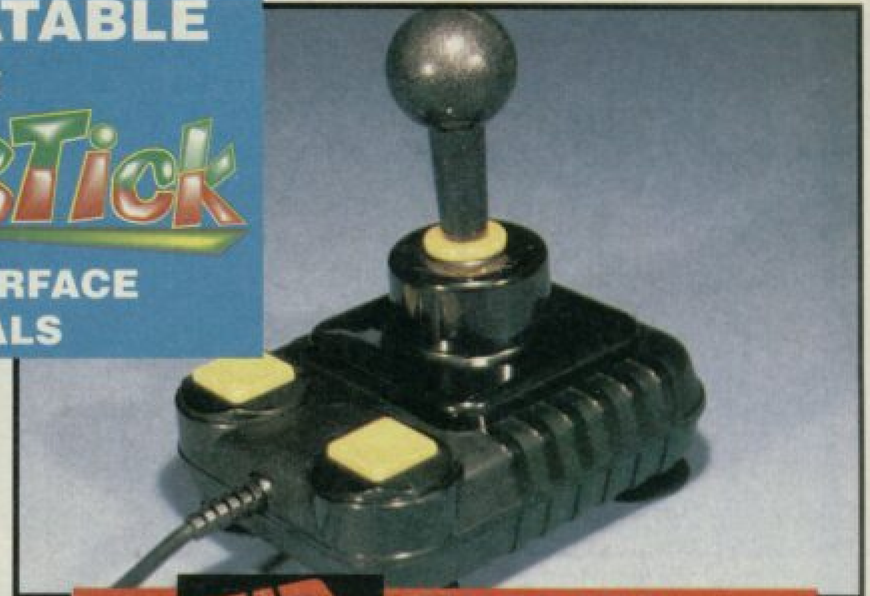
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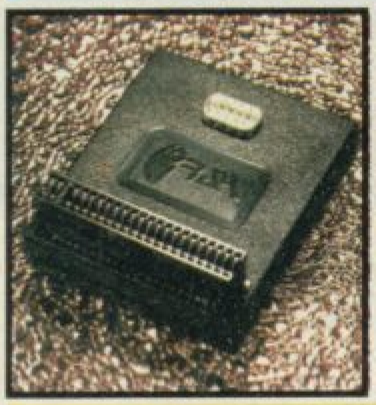
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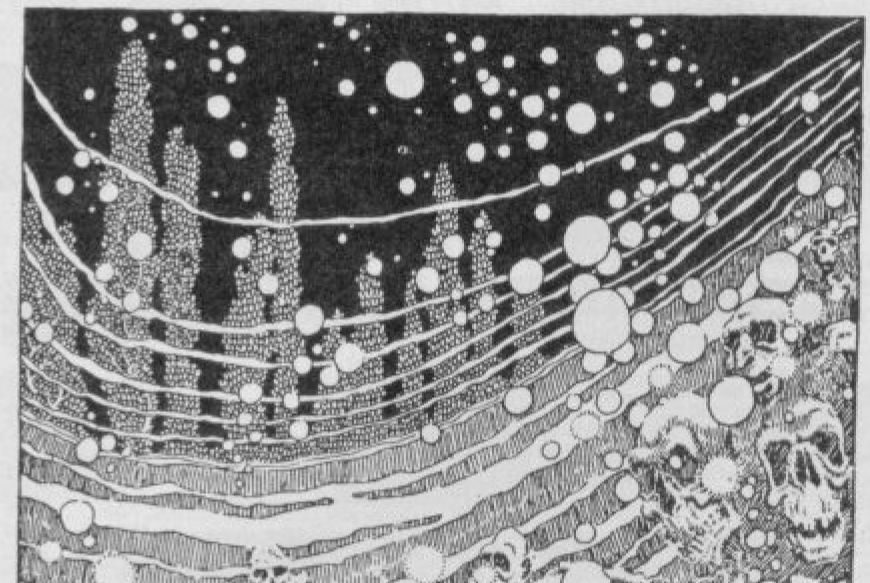
INTO THE MYSTIC

My mind's full of ancient Chinese proverbs this month, and here's another one spoken by the great Confucious himself – **Jack Rockerby** make exceedingly fine games. It shows how long Jack's been around, and is absolutely true.

The latest of his games is *Into The Mystic.* The idea's been used before, that you live in a land where the magic has suddenly disappeared, which takes all the fun out of life. The Privy Council have held a meeting, presumably in the privy, and guess who they've elected to go looking for the missing magic? Wrong! Not you, you berk, but Merlin the magician. And so the adventure never begins and that's the end, goodbye.

Oops, my mistake. Merlin decided to find some other mug to go off on this little errand, and that's where you, the trembling *YS* reader, step in. Off you go, dressed in your sandals and smock, and very nice you look too.

The game's text-only and begins with you in the forest, with some sleeping orcs in the very next location. River Software regulars will remember a sleeping orc from an earlier game, and they can be very nasty when woken up (just like our Ed after his afternoon nap. Not a pretty sight). Don't go blundering into them then, but examine them from a distance and head off in the opposite direction.

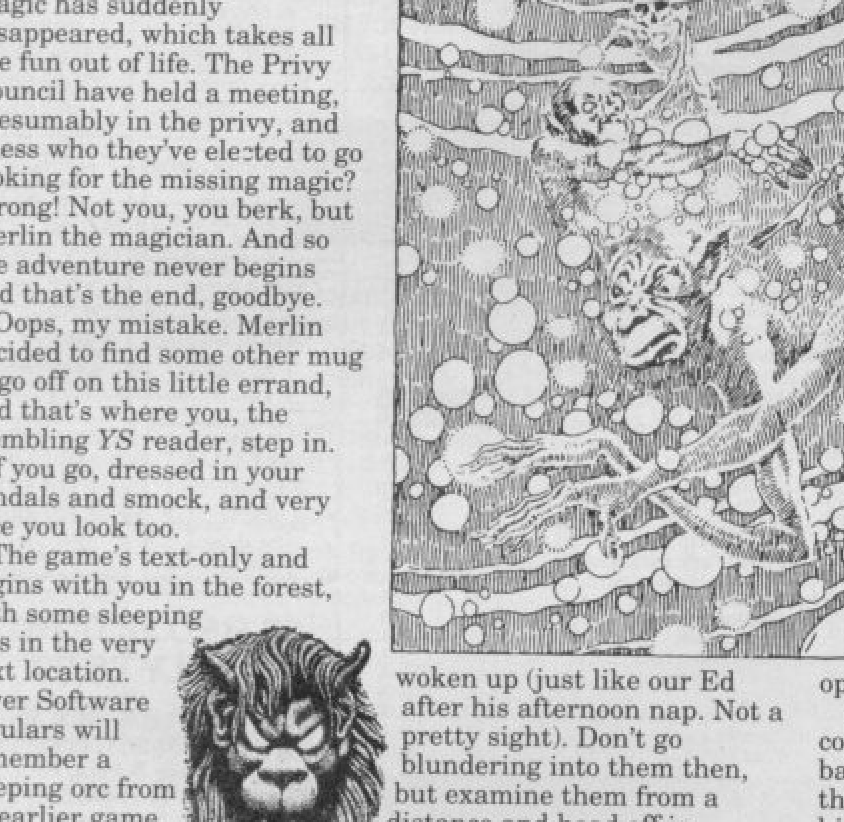


This brings you to a castle courtyard, and a room with a barrel in it, and stiff hinges on the door. Now, a door with stiff hinges usually requires opening, but this one's already open. A plan takes shape in the adventurer's mind. What does he need? Oil, of course. And what was floating in the moat as we entered the castle? A patch of oil. Righty-ho, just go and figure out some way of... what's this... feeling drowsy... throbbing head... been at the old tequila sunrises again? Whoops, I'm deaded, killed off by the noxious fumes in the courtyard that I'd been pretending weren't there.

Heading in the only other direction leads to a forest, where you might find a very handy garment. It's a magician's cloak, that turns inside out to become a monk's habit. A wonderful object. The bad news is that the forest's full of thieves. So, orcs one way, thieves another, noxious fumes elsewhere. Nowhere to go. What a short adventure this was!

Fear not, the answer's there somewhere, and a cunning one it is too. Just as well then that the accompanying sheet gives you a list of verbs the game understands. Read these carefully for clues, as there are some less than common words like SIFT and SQUEEZE. There's also the usual plethora (this month's good word) of handy commands, like RAMSAVE, X for EXAMINE, A for AGAIN to repeat the last input, GET ALL FROM CONTAINER and the rest of the flash *PAWS* features.

Into The Mystic is, of course, immaculately presented, like all of River's games. The author's an old hand now at writing adventures, and comes up with some new, intriguing problems. I like the building whose door you have to unlock, except that the key to the door is inside the building! And as for how you catch a toad... well, I think you'll need your wits about you, so while almost anyone will enjoy the game, I wouldn't recommend it as your very first adventure. As Confucius also said – Liver Software, bruddy good, ah-so!



Orcs, eh? What a bunch of pesky blighters they are, Spec-chums. Always getting you in a tizzy and then probably gobbling you up in the bargain too. It's just jolly well not on!

Title .... *Into the Mystic*
Price £2.95
Publisher .. River Software, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL (Cheques etc to be made payable to J A Lockerby)

TEXT	■■■■■■■□□□
VALUE	■■■■■■■□□□
PERSONAL RATING	■■■■■■■■□□

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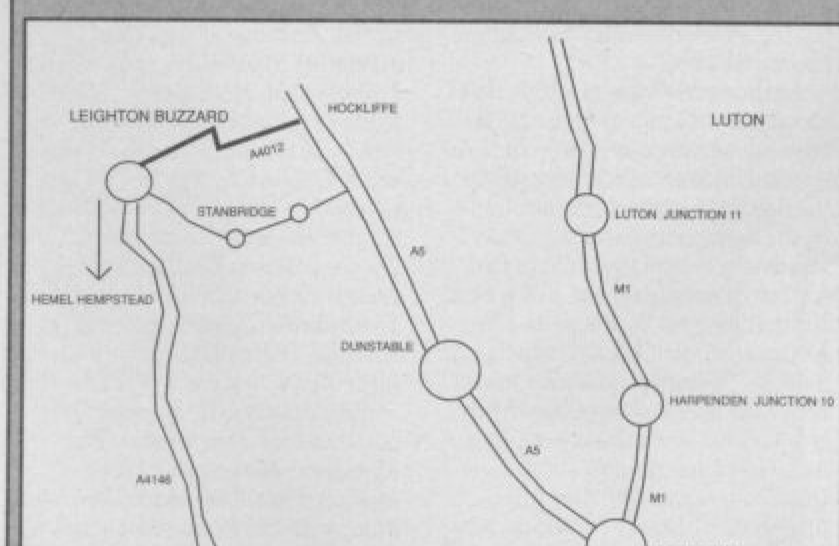
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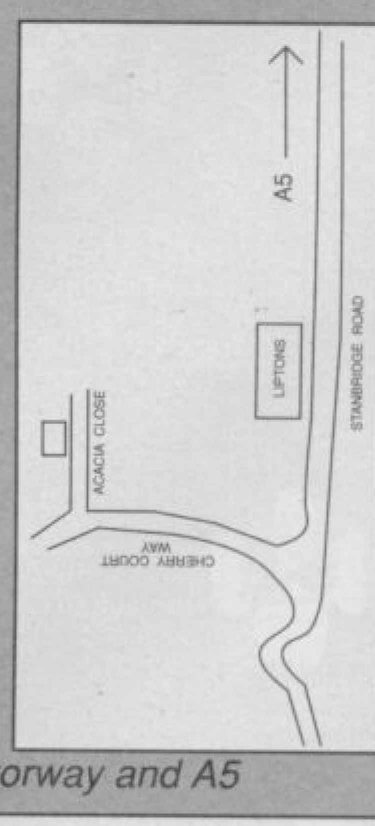
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HOW TO FIND US......





Maps showing direct routes from the motorway and A5

A SHORT PAWS

Here's a little bit of info for users of Gilsoft's *PAWS*, sent in by **Mark Walker** of 11 Albany Road, Peel, Isle of Man. Mark's in the right place to be a tax exile when his royalty cheques come flooding in from Zenobi, who've just published his game, *The Opressed Land* (only £1.99, order your copy now).

Mark says that in the *PAWS* manual you're advised to save the various overlays onto a short tape, but it doesn't tell you the start address of the overlays. This doesn't matter to the average user, but those with a bit of extra technical know-how might welcome the info.

"Welcome, info," they will say. So here are the results of Mark's investigations. All overlays start at 29632, but the differing lengths and end addresses are...

PAWOVR 1
Length 4585 End 34217
PAWOVR 2
Length 1186 End 30818
PAWOVR 3
Length 3679 End 33311
PAWOVR 4
Length 2875 End 32507
PAWOVR 5
Length 2147
End 31779
PAWOVR H
Length 955
End 30587

Mark says the files can then be loaded into the old Speccy using the LOAD "" CODE command, and saved out again as, for example, SAVE "PAWOVR 1" CODE 29632, 4585.

Having had one game published by Zenobi, Mark's now well on the way with another and looking for playtesters to put his stuff through the works. If anyone's interested (and I know some people really enjoy play-testing games) then contact Mark at the address above.

KIND SOULS

I know how popular the Kind Souls section is, because I haven't run one for a few months recently and I've got a load of mail asking me what had happened to it, begging me not to stop running it, and so on. Fear not, oh loyal and faithful servants, the Kind Souls will not disappear. One reason is that you're likely to get a quicker reply by writing to a Kind Soul than by writing to me. The reason for this is that I don't work in the sumptuous and palatial *YS* offices, so the mail accumulates here until there's enough to fill a wheelbarrow, whereupon the editor sends one of his minions to push the barrow all the way to my equally sumptuous and palatial country mansion. It may then be another day or two before I can be bothered to leave the indoor swimming pool, put down my vodka and tonic and my Swedish personal assistant, and get round to answering your letters. You might get a reply 6 months later if you're lucky. Kind Souls, on the other hand, have nothing better to do with their time so can probably answer your letter almost instantly.

Tung Mac offers to be a Kind Soul... but only a little one. That's 'cos like most ordinary mortals he's only solved a handful of adventures, but he's happy to answer people's questions on them. That's the spirit – it's not the size that matters! Tung is Chinese, as are his two mates, Fook and Sinh. Hi, guys! Love your food, and I think your wall is great. Anyroadup (an ancient Chinese expression meaning anyroadup), Tung's list of conquests is *Prince Of Tyndal, Red Door, Green Door* and *Apache Gold.* He'll answer any questions on them, if you send an sae of course, and he'll ignore requests for full solutions as he ain't got none. The all-important address is 26 Lebrun Square, Ferrier Estate, Kidbrooke, London SE3 9NT.

Anthony Melville certainly isn't an ordinary mortal, as he seems to have solved more adventures than can possibly have ever been released for the Spectrum. By a quick calculation on the average time it takes to solve an adventure, and the number that Anthony's completed, I've just worked out that he must be 392 years old. Anyway, he somehow also manages to find time to answer questions too, so here's the latest updated lengthy list of games – *Acorn's Quest, Adventureland, Adultia, Adventure Quest, Adventure 200, Aftermath, Aftershock, A Legacy For Alaric, Alter Earth, Amity's Vile, Anamdeon's Temple, Andromeda 3, An Everyday Tale Of A Seeker Of Gold, Arrow Of Death I/II, A Tangled Tale, Atlantis Adventure, Atlas Assignment, Aural Quest, The Ball, Balrog And The Cat, Barsak The Dwarf, Basque Terrorists,*

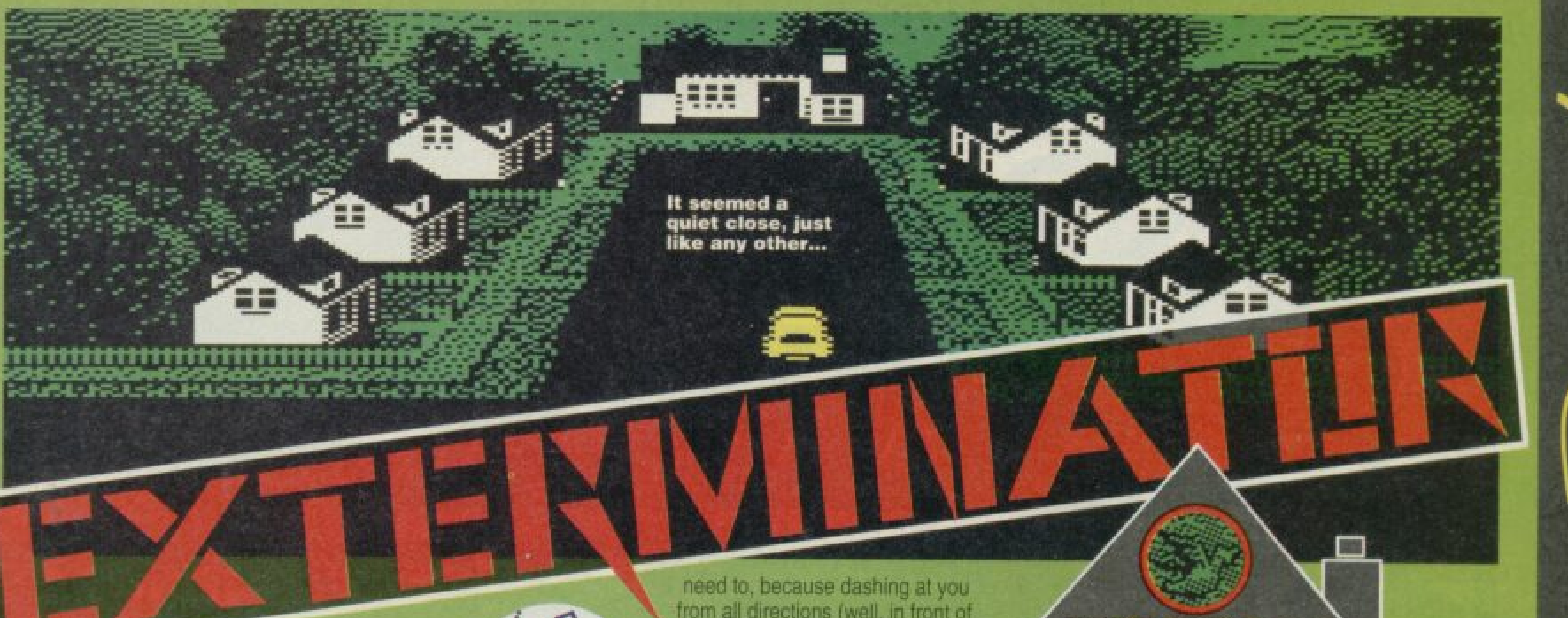


Beautiful Dreamer, The Beast, Beneath Folly, Bimbles, Black Knight, Blade The Warrior, Blizzard Pass, Bog Of Brit, Border Harrier, The Bounty Hunter, Buffer Adventure, Bungo's Quest For Gold, Case Of The Mixed-Up Shymer, Castle Adventure, Castle Blackstar, Castle Colditz, Castle Of The Skull Lord, Castlemaze Adventure, Case Of The Beheaded Smuggler, The Challenge, Colossal Adventure, Canasto Rebellion, Challenge Of Iythus, Changeling, Cloud 99, Commando, Confidential, Cosmos Adventure, Countdown, Cricket Crazy I, Crown, Crystal Cavern, Crystal Frog, Crystal Quest, Crystals of Doom, Cuddles, The Cup, Curse, Curse Of the Seven Faces, Cursed Be the City, Curse Of Shaleta, Cyclop's Lair, Dargonscrypt, Dark Storm, Davy Jones's Locker, Deathbringer, Desert Island, The Devil's Hand, Devil's Island, Diamond Trail, Domes Of Sha, Don't Panic, Double Agent, Dracula, Dragon Of Notacare, Dragon Slayer, Dungeon Adventure, Emerald Isle, The Enchanted Cottage, Energem Enigma, Erik The Viking, Escape From Magic, Escape From Pulsar 7, Espionage Island, Excalibur, Fairground, Feasibility Experiment, Final Mission, Frankenstein, From Out Of A Dark Night Sky, Fuddo And Slam, Funhouse (Pacific Software version), *Giant's Adventure, The Golden Idol, Goldseeker, Grange Hill, The Hobble Hunter, House Of Horrors, Inca Curse, The Inner Lakes, Intruder Alert* (first version), *Invincible Island, Jack And The Beanstalk, Keeper, Labours Of Hercules, Legend Of Craldon's Creek, Little Wandering Guru, The Lost Ruby, Mafia Contract I/II, Mansion Quest, Marie Celeste, Matchmaker, The Menagerie, Merhownie's Light, Message From Andromeda, Mission X, Murder At The Manor, Mountains Of Ket, Mutant* (first version), *Mystery Of The Indus Valley, Nosferatu: Quest For The Vampyre* (Omni Software game), *Once Upon A Lily Pad, The O-Zone, The Pawns Of War, Pen And The Dark, Perseus And Andromeda, Pirate Gold, Price Of Magik, Prince Of Tyndal, Prospector, Pyramid, Quest For The Holy Joystick, Questprobe I/II/III, Realm Of Darkness, The Red Lion, Retarded Creatures And Caverns, Return To Eden, Return To Ithaca, Ring Of Dreams, Rings Of Merlin, Robin Of Sherwood, Runestone Of Zaobab, Salvage, Seas Of Blood, Shipwreck, Snowball, Soap Land, Sorcerer, Souls Of Darkon, Stalker, Star Wreck, Tales Of Mathematica, Temple Of Vran, Temple Terror, Ten Little Indians, Theatre Of Death, They Say The World Will Die In Fire And Ice, The Time Machine, Trail, Trixie's Quest, Waxworks, Witch's Cauldron, Witch Hunt, Wizard Of Akyrz, Wiz-Biz, Wolfman, Worm In Paradise, Yellow Door, Yuppie* and *Zacaron Mystery.*

Gordon Bennett (another ancient Chinese saying). Do you really believe Anthony's solved all those games? I know, let's test him. I want every reader in the country to send him one question on any one of those games. Let's see if he can answer them all. Tee-hee! The address for the saes is Gordon Bennett... sorry... Anthony Melville, 39 Slaidburn Drive, Hala, Lancaster, Lancs LA1 4QX.

"A steaming ying-tong to you!" That's how **Gareth Pitchford**'s letter to me begins, with a greeting that will be easily understood by his fellow members of the Goon Show Preservation Society. If you want to know more about it, or can just recommend a good mental hospital, contact Gareth at 45 Underwood Drive, Whitby, Ellesmere Port, South Wirral L65 9BH. He also says, rather more sensibly, that his helpline is going well after appearing in these sacred pages a few months ago, the most popular topics at the moment being *The Hobbit* and *Winter Wonderland*. However, Gareth's current list is – *Apache Gold, Bulbo And The Lizard King, Captain Kook, Cloud 99* (48K), *Double Agent, Escape, Forest At The End Of The World, Green Door, A Harvesting Moon, The Haunting, Heroes Of Karn, The Hobbit, Jekyll And Hyde, Karyssia, Labours Of Hercules, Lord Of The Rings, Mountains Of Ket, The Pawn, Quest For The Golden Eggcup, Red Door, Retarded Creatures And Caverns, Temple Of Vran, Warlord* and *Winter Wonderland.*

As with all volunteers doing Kind Souls duty, you're free to write and ask questions on any of the games they list, but you must enclose a stamped addressed envelope, and not ask for full solutions on the games unless they're offered. Solutions need photocopying which costs money, and when you're receiving maybe 10 or 20 letters a day that's a lot of money! So stick to the rules, my little chiglettes.



EXTERMINATOR

Audiogenic/£10.99 cass/£15.99 disk

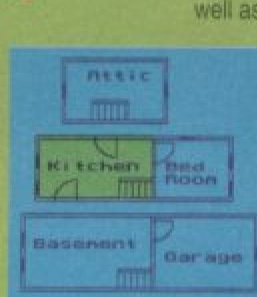




James Here in the dilapidated *YS* shed, we know all about bugs. The place is infested with them. Okay, so a few here and there usually tend to brighten the place up, but recently it's definitely got out of hand. They've got into Andy's hair, and Rich's flares, and all over Linda's record collection.

And, coincidentally, pretty much the same thing happens in Audiogenic's new game (spook, eh?). The action takes place in a leafy Chicago suburb where a usually quiet, Brooksidey cul-de-sac has been completely overun by bugs. The poor suffering residents have scarpered, but before they did, they called in a chappie called the Exterminator (which is exactly what we'd do if ever we had any dosh!).





Your assault on each house is carefully planned.

Weird!

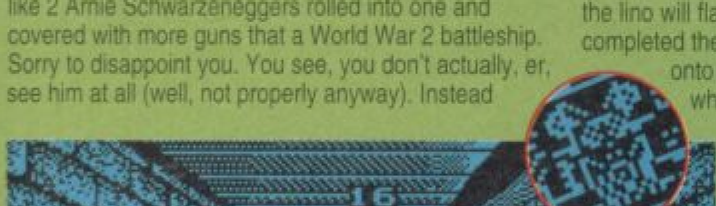
Of course, you're probably expecting this dude to look like 2 Arnie Schwarzeneggers rolled into one and covered with more guns that a World War 2 battleship. Sorry to disappoint you. You see, you don't actually, er, see him at all (well, not properly anyway). Instead you just get this pair of rather large (and very nicely-drawn) hands, as he trundles in and out of people's houses, crushing and pounding all the bugs he finds inside. Yep, the whole set-up is definitely a smidgin on the strange side!

When you get into the first house, you find that each room is displayed in a sort of 3D style. Your hand's in front of you and it can more or less move around wherever you want. And, by golly gosh, it's going to need to, because dashing at you from all directions (well, in front of you anyway) are a million and one horrible nasties with only one thing on their mind – giving you a very hard time!

They don't attack in ordered waves, ho no (being bugs, they probably don't have the brains!) – they simply fly around the room irritating you until you manage to crush them to jam with your hand (which sort of bunches into a fist and slams onto the ground. It can also fire little laser blasts, though these don't seem to do much damage). And as well as having to pound lots of toys and tin cans you've also got an angry wasp to worry about which can't be killed, and follows you around doing its darndest to sting you and knock you out for a few seconds! All in all, it's just not on!

Even more weird!

Spooky enough so far? Well, wait till you hear about the floor! In all the rooms this is covered by linoleum squares, like a big chess-board. But every time you pound a toy tank or Coke can then the squares in that line shift along by one. As soon as you've splatted about 6 things in one line, the lino will flash (oo-er!) and you'll have completed the room and be ready to move onto another. And that's, er, where the trouble begins...

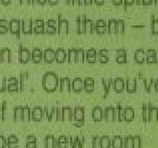


The rats are overtaking the basement! Eek! (Better pop them with my super-bionic pea-shooting finger, eh?)

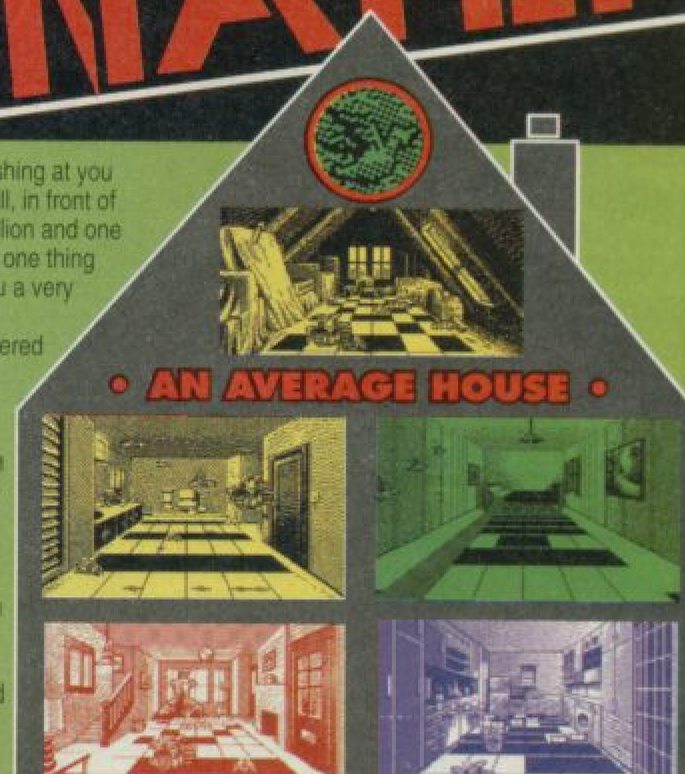
Time for a gripe!

It's just that all this non-stop action soon starts to feel repetitive (and it's not helped by all the confusing monochrome tints either). Occasionally things get livened up by a bonus screen where swarms of harmless rats run up and down the shelves of the basement (blast them with your laser to get megapoints), and there are some pretty funky toads lying around the place that make nice little splurgey sounds when you squash them – but by and large it soon becomes a case of 'business as usual'. Once you've cleared one house it's just a case of moving onto the next to do it all again. There might be a new room there, but in general it'll look very similar to the one before.

Exterminator is wacky enough to hold your interest for a while, but unfortunately it lacks the edge to really push it towards total fabbiness. Ho hum.



• AN AVERAGE HOUSE •

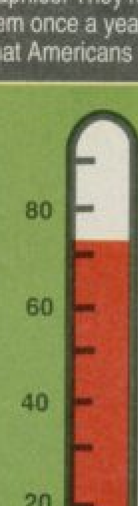


This is a typical house in Chicago. Underneath, there's a garage and a basement (not, you'll note, filled with the sort of crap British people pile up in their cellars). Toy tanks are on the attack down here, so you'd better get rid of them first. There's a hallway (as seen on every American sitcom ever) and a kitchen (ditto).

Upstairs in the bedroom, the lino (yes, the Americans *do* put down lino in their bedrooms!) has been aligned, and the room is clear of pests. The bathroom is full of spiders, and more are jumping out of the bath and loo (or 'tub and 'john') every second.

Finally there's the attic. Traditionally home of all things spooky, the average American attic has piles of things called yearbooks. These are photo albums they've saved to use in their autobiographies. They're called yearbooks because they only look at them once a year.

Note that Americans have no furniture in their homes.



finalverdict

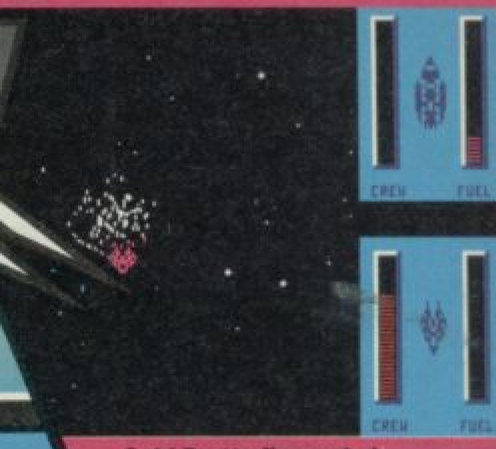
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
68°	82°	71°

DIAGNOSIS

Out-of-the-ordinary shoot-and-puncher that should have been better. Doesn't offer that much to do.

INSTANT APPEAL 73°

STAR CONTROL



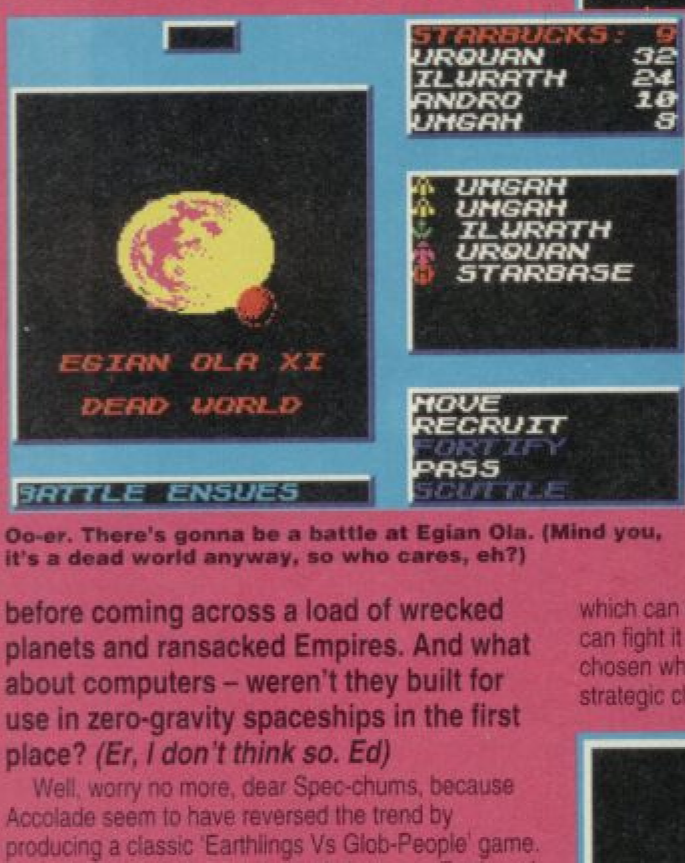
Ooh! Pretty fireworks!

Accolade/£10.99 cass
£16.99 disk

James How come we don't get more war games set in outer space, eh? Everybody knows how violent space is. Blimey, you can't travel more than a few light years



The strategic map – where all your best decisions are made.



Oo-er. There's gonna be a battle at Egian Ola. (Mind you, it's a dead world anyway, so who cares, eh?)

before coming across a load of wrecked planets and ransacked Empires. And what about computers – weren't they built for use in zero-gravity spaceships in the first place? *(Er, I don't think so. Ed)*

Well, worry no more, dear Spec-chums, because Accolade seem to have reversed the trend by producing a classic 'Earthlings Vs Glob-People' game. Actually, instead of a simple battle between Earth and Aliens, it's a humongous great campaign, with 4 different groups of spooky space beings on each side – which is even better! Let's sort it all out...

Oi! You just nicked my planet!

It all starts with the Alliance and the Hierarchy. They hate each other, so they've declared war. This war will only be over when the Starbase (a kind of Death Star) of either side is destroyed. To do this, the winning side must have built loads of fighters, using money given to them at the beginning of the game. They then go off into enemy territory to find the other side's base. (You can't miss it – it's the size of Jupiter, and made of aluminium.)

All this takes place on a simple strategic map rather like a chess board. Your base and forces are marked, as are the enemy's. All you need to do is build your blokies, move them towards the enemy using a cursor, wipe out the opposition, then take their base. Easy, isn't it?

Er, not very. You see, both sides can also capture and colonise the planets that lie around the galaxy. This means that while you've been marching off to destroy those scummy baddies, they've been getting loads of money from the planets they've conquered. So they can buy more spacefleets, and make it very, very easy for them to zap you and your little chumlettes into oblivion. Mmm. Looks like the old peaceful-colonisation-plus-extreme-mutha-bashing-violence approach might come in a bit handy here, eh, Spec-chums?

And now the best bit!

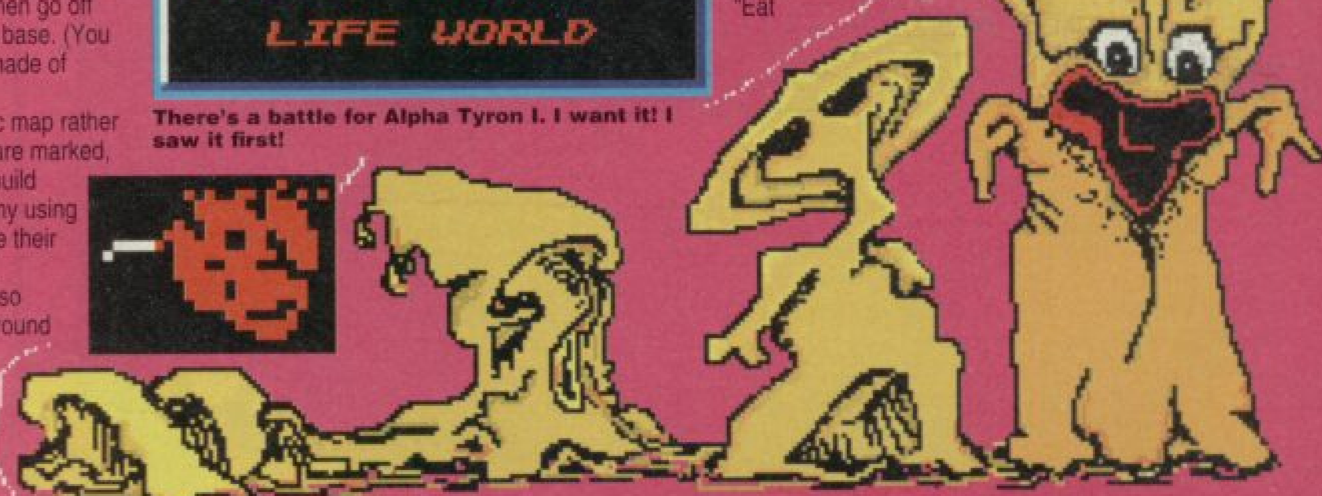
The battles themselves! Hurrah! These occur whenever opposing forces move onto the same square on the strategic map. There are 8 types of spaceship which can be involved, 4 for each side (although only 2 can fight it out in any one bit). You'll already have chosen which type of craft you want to build in the strategic chess-boardy part of the game. Each has totally different weapons and a weird way of moving, and it's all played out on this sort of wrap-around combat screen (a lot like the one in *Asteroids* if anyone remembers that), with a display of your weapons and strength positioned on the right.



There's a battle for Alpha Tyron I. I want it! I saw it first!

As there's no gravity ('cos you're in space) your ship slides all over the shop – it takes a few seconds to stop and change where you're going so you're always moving off in one direction but aiming in another. It's well spooky – and takes a fair few gos to practice!

On top of that, each ship has special properties and weapons, and of course this adds the *really* fun element to the combat. Choose a mega-fast deathblaster against some pathetic woodlouse of a craft and it's "Eat



THE ENEMIES

Ur-Quat Dreadnought Fires both missiles and little homing ships which do untold damage.

Ilwath Avenger Shoots loads of big fireballs. Can go invisible to avoid detection.

Androsynth Guardian This fires lots of bubbles. It also turns into a very fast comet-type thing, and collides with the enemy.

Umgah Drone This blasts out a destructive cone of anti-matter (or something). Needs to get close to enemy to destroy them.

Chenjesu Broodhome This fires exploding missiles and a drone that homes in on the enemy.

Earthling Crusher This fires two homing missiles at once. Very dangerous indeed. Fortunately for you its armour is a bit crap.

Mycon Podship Now this is *really* crap. It's very big and slow. What a target.

Yehat Terminator This is fast, nippy and fires twin rockets.

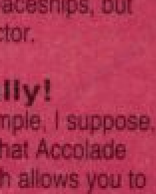


An Earthling Cruiser launches 2 homing missiles. (Run away very quickly.)

plutonium death, alien weirdo!"-time for him. It's never a particularly even fight between the 2 spaceships, but your skills can often be the deciding factor.

It's all jolly exciting really!

This arcade combat element is fairly simple, I suppose, but very addictive. In fact, it's so good that Accolade have built an option into the menu which allows you to just play this, and not bother with the strategic element at all. You can either practice with just one type of ship, or you can go through all your ships, fighting against all the possible enemy vessels. This certainly gives you a taste of what they're capable of.



You can also set things up so that the computer does all the strategic thinking bits for you, leaving you to handle just the combat. Or, if you want, you can play all the strategic bits and the computer does all the combat (although only a boring anorak would select this option). But best of all is a... wait for it... 2-player option! This is stonkingly brill, especially against a pal who's as good as you. The combat can go on for ages. The Melée selection (where you cycle through all the available spaceships) is the best for 2-player action, because there's a random-choice option. You've absolutely no idea what ship you'll have, and nor does your opponent!

It's a bit of a pity really that the combat bit rather overshadows the strategic bit. If you're a great fan of war games (as I am) you might think that *Star Control's* attempt is a bit thin. Basically it provides some light relief between the bouts of violence. Once you've played the full game a few times, you get a feel for which strategic moves to make, so you should stand a good chance of winning every time. By then you'll also be an ace at the combat section. And that's the best time to invite a Spec-chum to have a go (except that after an hour or 2 he (or she) won't be your Spec-chum anymore, and might very well have pushed your Speccy down your throat!).



The Alliance conquers a mine world. It's mine all mine!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
83°	78°	84°

DIAGNOSIS
A bit of a split personality, this one. The strategy bit is a trifle limited, but the combat stuff's brill.

INSTANT APPEAL 83°

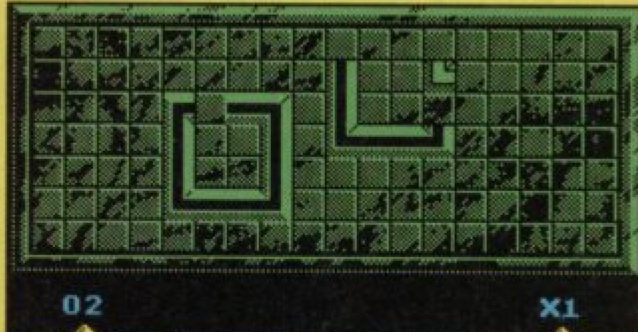
85°

LOOPZ

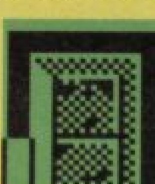
Audiogenic/10.99/£15.99



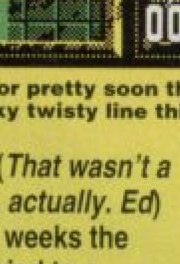
Jonathan Puzzle games, eh? (To coin a phrase.) It seems like only months since they were the hippest thing around – remember *Tetris*? *Pipe Mania*? *Puzznic*?



Better get going quickly here or pretty soon the whole screen'll be full of those spooky twisty line things!

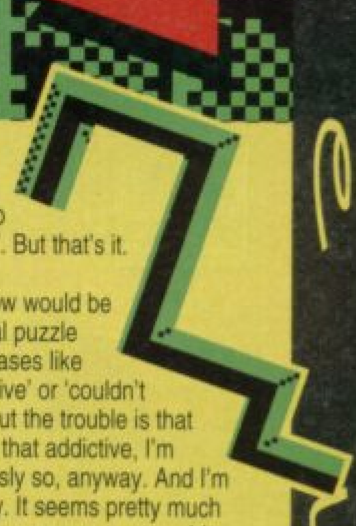


Robocop II? (*That wasn't a puzzle game, actually. Ed*) But in recent weeks the stream has dried to a trickle, and puzzle games look set to be in danger of going the same way as skateboards, futons, '60s American sitcoms and other unfashionable objects. Luckily, however, Audiogenic have been alerted to this potential tragedy and they're attempting to save the day with *Loopz*, a game I happen to have in front of me at this very moment.



It may sound suspiciously like a breakfast cereal or something, but *Loopz* is an altogether more serious proposition. In traditional puzzle game style you're presented with a grid of squares. Shapes appear one at a time (like in *Tetris*) which you must place on the screen within a time limit so they link up (like in *Pipe Mania*) to form (you guessed it) 'loopz'. The longer the loop the more points you get.

And that's about it, really. Simplicity is the operative word here – there are no 'special squares', 'bonus fruits' or anything else to worry about. There is a choice of 3 different ways of playing the game, though, one of which has you trying to replace missing bits of 'loopz'. But that's it. Honest.

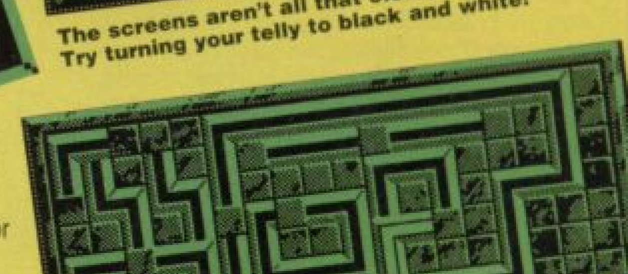


The obvious thing to do now would be to unleash a flood of the usual puzzle game reviewing phrases like 'maddeningly addictive' or 'couldn't tear myself away', but the trouble is that *Loopz* isn't really all that addictive, I'm afraid. Not enormously so, anyway. And I'm not entirely sure why. It seems pretty much like any other puzzle game, so one would expect to be hooked to it for hours. But instead it's only averagely addictive. I derived a moderate amount of enjoyment from it, but had no difficulty in switching it off to watch the weather forecast. Get the idea?

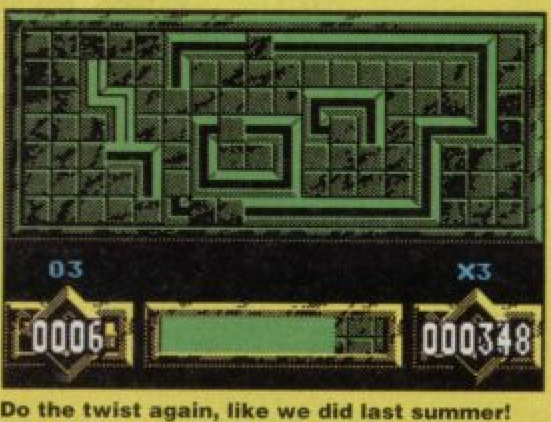
Perhaps if they'd taken a little more trouble over the graphics, and possibly thrown in a few surprises, *Loopz* would have been another essential puzzle game purchase. Instead it's a game you might possibly want to invest some left-over pocket money in, especially if you enjoyed its forebears, but not one that's going to set your underwear alight.



The screens aren't all that clear, are they? Try turning your telly to black and white!



Mmm, looks like I'm getting myself into a bit of a Spagetti Junction situation here!



Do the twist again, like we did last summer! (It's my caption so I'll sing if I want to.)

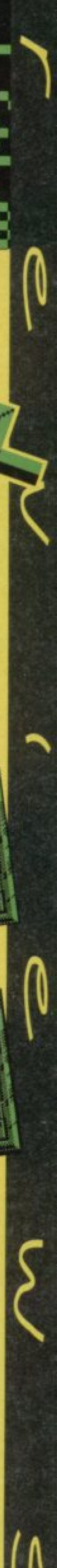
finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
68°	59°	80°

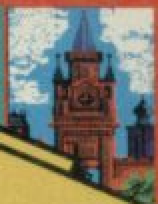
DIAGNOSIS
A pleasantly approachable puzzle game, but nothing more.

INSTANT APPEAL 76°

77°



WELLTRIS



Infogrames
£10.99 cass £15.99 disk



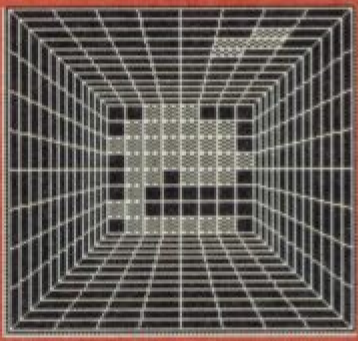
James What was the biggest thing to come out of the USSR in the last 50 years? Correct! It was the Red Army, heading for Germany during World War 2. And the second biggest thing? Correct again! *Tetris*!

This brilliantly addictive game was (as if you didn't know) all about building 2-dimensional walls using falling bricks. The aim was to create lines of about 8 or 10 bricks each (with no holes in) so that they'd disappear. It was written by an egg-headed guy called Alexey Pajitnov at the Soviet Academy of Sciences, who obviously had a jolly good time doing it because now he's come up with a brand-new game. It's called *Welltris*, and it's just like *Tetris*. Only it's in 3D. Spook! Let's investigate.



Vertigo ahoy!

Actually, it's probably called *Welltris* because you're looking down a (rather square) well. What you see are the four sides of the well, and the bottom. Strangely-shaped pieces fall down these sides at random. They reach the bottom, then slide across it to come to rest up against the wall on the other side. During the time they're dropping down the wall, you can do *Tetris*sy things like twist them round and move them from side to side. You can actually move them round from wall to wall too, if you're fast enough. The idea is to make them fit together in lines, but only on the floor of the well. If you start getting loads of holes in your lines and they start piling up the walls, then the use of those walls (for more blocks to tumble down) is blocked out until you can free them. You lose the game when all 4 walls are blocked out, which happens sooner than you think (if you're as crap as me!).



The screen is filling up. The block falling is going to be difficult to fit in somewhere.

Sounds pretty simple, eh?

Well, after all, the idea isn't much more complicated than *Tetris*. The only trouble is it's a lot harder to play! Just imagine – your poor overloaded brain's got to think about 4 sides where the shapes can fit, instead of just one!

There are only a certain number of different shapes, so eventually you get to recognise them and also how often they crop up. That is unless you complete more than 2 lines in one go, because then you get a bonus piece. This is usually an extremely awkward shape (so it isn't really a bonus at all!) and ends up really naffing you off because you've just cleared the screen really neatly, and you're feeling dead chuffed with yourself!

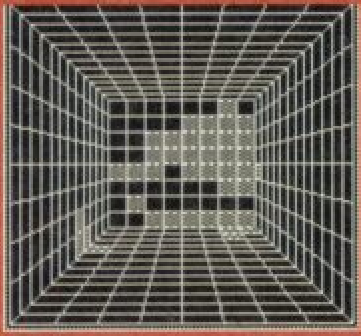


Once all the side walls have been piled up with bits of the blocks then the game is well and truly over.

The big thing with *Tetris* was that as you reached certain scores it speeded up. So you'd be in control one minute, then, once you passed the magic score threshold, you'd be snowed under with the little Lego-like chunks. Believe me, *Welltris* is worse. It has the same system, but makes you suffer a whole lot more because if you muck up one piece then it might block out an entire wall. It's murder!

Exciting!

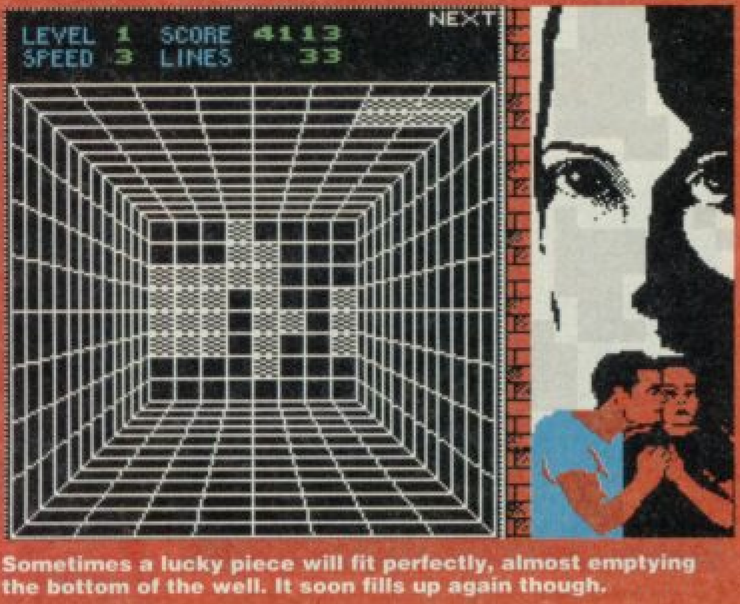
Because the well itself looks rather, er, boring (let's be brutally honest here!), Infogrames have put 'amusing' little 'cameos' of modern Russian life to the side of the screen. Oh dear. Well, they certainly look Russian – they're about 50 years out of date and done in really pukish colours! Every time the game speeds up the picture changes, say from a stupid ice cream van or something to someone playing a '70s-style guitar! P'raps we'd better ignore these scenes of Marxist bliss and hop back to the well after all, eh? (They're probably there to put you off anyway. Fiendish Johnnies, these Sovs!)



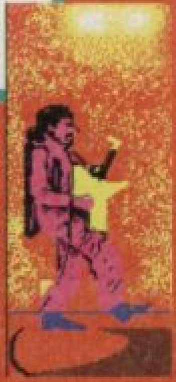
As the game goes on the speed of the falling pieces increases. (Beat 10,000 and you're doing jolly well, matey).

Yeah, well...

Welltris is a worthy successor to *Tetris* in that it plays well. The only trouble is that it doesn't quite have a quality feel about it. Perhaps it's simply those ill-making graphics. Anyway, it's different enough to make it worth buying if you forked out for the original. But if you didn't like *Tetris*, forget this 'un. It requires the same kind of reactions, logic and concentration.



Sometimes a lucky piece will fit perfectly, almost emptying the bottom of the well. It soon fills up again though.



FAMOUS RUSSIAN THINGS

The emergence of *Tetris* from behind the Iron Curtain was something of a surprise to those of us in the West who thought the USSR used valve-computers the size of small moons to work out very simple sums.

Welltris didn't surprise us as much (mainly because we'd seen *Tetris*). But we figured there must be plenty of other famous Russian things. We looked into it...

VODKA This tastes and smells exactly like water, so you can drink gallons of it with little effect (apart from wanting to use the toilet). In Russia, it is actually cheaper than water, which is why they drink it.

LADA CARS Style and reliabilty. These cars really get you there. More than that, they make sure everybody else knows you're getting there. And they're dirt cheap, too.

RUSSIAN DOLLS These hide inside each other to save space. When you open up the biggest one, hey presto! - there are loads more, exactly the same but smaller, inside it. Hours of fun guaranteed.

CAVIARE This looks revolting. It's a mass of little black squishy balls. It's very, very expensive, especially when you find out that it's just a load of stupid fish eggs.

NUCLEAR FALL-OUT *(That's enough Famous Russian Things. Ed)*

finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
77°	56°	82°	76°

DIAGNOSIS

It's clever, logical and fast, but looks a bit naff. Still, if you like puzzle games, you'll go a bundle.

79°

Dejeuner D'Amour

Jonathan couldn't make his mind up. With such an bevy of beautiful girls scrambling to get a dinner date with him he found it impossible to pick a winner. So he chose 2 - Angela from Sheffield and Liz from Surrey.* The question was would our first *YS* Blind Date turn out to be a ménâge à trois? Or just a case of 'two's company, three's a crowd'? The odds weren't looking good...

* Actually they were the only 2 to enter. The 'bevy of beautiful girls' bit's a lie.



Back at Future Publishing the lucky love-birds say "Hi"...





The waiter arrives to take their order...











You paying then, Jonathan? Cheers!
But I haven't got any money!!
Right, I've had enough of this. You've ruined my day and now you're going to pay for it.
Crikey, can't you take a joke?
Oi! You there! Break it up!
I won't stand for brawling in my restaurant, especially from people who can't pay their bill. Get in there, I need a kitchen helper.
It seemed Jonathan's luck was all washed up. But then...
Swoon!
Here, luv, you'd better have this.
Mmm. She's tasty!
Oh dear, I seemed to have 'lost' my train ticket!
Why don't you come back with me? I've got the new Happy Mondays single. And my flares are big enough to keep both of us warm!
Gosh, you're really nice. I've certainly taken a shine to you!
And you could be my Mr Clean anyday!
the end

Got a problem? Get it solved!

SPEC TEC

Introducing our resident hardware sleuth...

Adam Waring

(It's a dirty job but someone's got to do it.)

**Waring's the name. Adam Waring - official Speccy detective for the *YS* Hardware Dept. And I'm here to clear up any little 'difficulties' you might have, know what I mean? Turns out Andy's decided the Letters page isn't the only bit in the mag where we're going to rip open all those pink little envelopes of yours - so I got the short straw and ended up looking at the serious ones. The tecky ones. Any problems you got just send 'em to me. And tips too, those are cool. Anything that vaguely squeezes itself into the 'serious' category really.
Right, where's the first 'lost soul'?**

SPANISH INQUISITION

I'm writing to tell you about a new fanzine called *Spanish Inquisition.* It's full of reviews, POKEs, cheats, tips, solutions, hacks, compos and lots more besides. All this for 80p including P&P.
Shane Wilson
Co Donegal, Eire

All for 80p? Sounds a bit of a barg. Tell you what, send me a copy of your first ish, and I might give it a mention. Can't say fairer than that. **Ad.**

ART FOR ART'S SAKE

I was going to get an art package for Chrimbo, but whilst flicking through my last issue of *YS*, I saw a few of them. The most expensive is *OCP Art Studio* for £49.99. The other was *Advanced Art Studio* (128) for £24.95. What's the difference, pray tell?
Paul Rafferty
Carlingford
Ireland
PS I was using my telescope t'other day, and guess what I saw? Linda Barker in the back garden reading *Tender Is The Night*, wearing only her underwear! Cor!

It's gonna come as a shock, Paul, they're both the same thing. Right down to the underwear. The reason one's about double the price of the other is because the expensive one comes with a mouse. That's not a pesky rodent that eats cheese, it's a device you move around across your desk (trying not to knock over your coffee or get the thing stuck in your chewing gum). The computer mimics its movements on the screen, so it's swell for 'arty' things, and a doddle to move around and point and click at things, rather than waiting for ages for the joystick to get from one side of the screen to the other.

If you can afford the extra moolah, and you're serious about your 'art', then by all means give it a whirl. If you can't, then take note that Advanced Art Studio (128) *requires 128K to run (as you might have guessed).*

And Linda says it'd have to be a goddam powerful telescope. **Ad.**

A MANIAC WRITES



I own a Spectrum +2A and I'm a football maniac. I have nearly every football game there's ever been since 1988, but I saw *Matchday II* in issue 57 with a 90% rating. When I got home and loaded it I couldn't even score.

I didn't manage to score until about the 30th time I played it, and that was just some flukie header. Every time I cross the ball it gets cleared by a defender. I would like it if I could only score a couple of times. Do you think it could be bugged?
Darren Dickson
Blyth

Bugged? No I don't think so. You're just crap, that's all. **Ad.**

COLOUR CO-ORDINATION

For Christmas I bought my son a Spectrum +2. I also bought a second-hand printer. The printer is a Star LC-10, which is a colour printer. I am using a Multiprint interface to run the printer from the computer. The printer is working alright, but I cannot get it to print in colour.

Can you tell me what I must do in order to get it to use colour. As I said, we've only had it since Christmas, and are still working our way through the instruction manual, so if there is a way to get the computer to use colour, could you please be very clear with the instructions.
I Garside
Peterlee, Co Durham

It's a doddle to change the colour of the text you're printing. The Star range of colour printers have a control sequence called double bracket commands. Any text you send to it is checked for a pair of double brackets, and if they're found it's interpreted as a special control code. If you want to change the colour then just send this to the printer:

```
((C))n
```

You replace the n with a number from 0 to 6. The colours are: 0 – black; 1 – red; 2 – blue; 3 – violet; 4 – yellow; 5 – orange; 6 – green. So to print red text you'd print `((C))1`. *This code can go anywhere you want in the text, and it can be used from BASIC or a word processor.*

If it's a picture you want to print out though, then you need to fork out some greenies on a colour printer driver. It's a program specially designed for printing colour pictures and you can get your hands on a copy from **Datel Electronics,** *Govan Road, Fenton Industrial Estate, Fenton, Stoke-On-Trent ST4 2RS. (Phone 0782 744707.)*

***Star** are a pretty friendly bunch of dudes too and they've got a technical helpline to sort any little bugs and problems you're having with their printers. Pick up the blower and call them on* ***0494 471111.* Ad.**

'81 EMULATION

Is there any way I can get a program to persuade my +2

SAM Support

The SAM Computers company is continuing to support the Coupé with a host of new releases. Here are a few of the new widgets that have recently bounced onto the counter...

- ***MasterDOS*** adds extensions to the SAM's built-in Disc Operating System. It offers several features to make your life easier. Root directories can be created, and you can set up a RAM disk for faster file access.
- The SAM comes with a pretty funky 256K of memory as standard. But if you're the sort who's never satisfied with what they've got, the **1 Mb Memory Pack** may tickle your tonsils. It gives you an additional 1,000,000 (count 'em - 1,000,000) bytes to play around with. Strewth! If you still want more, you can attach up to 4 of them together, giving you a whopping 4 Mb of extra memory. This can't be used directly from BASIC, but machine coders will be able to use it. All the tecky details are in the documentation.
- If you're running out of space to plug all these things in, **Sambus** could be just what the doctor ordered. It's got 4 additional expansion slots for plugging in other peripherals, and a built-in real time clock, which keeps going even when the power is turned off. The clock means that you can date stamp files, and read the time from BASIC.

think it's a ZX81?
D Gray
Oxford

No.

But the BASICs of both machines are pretty much the same, so you may be able to re-type in the listings and get 'em to work on your Speccy. **Ad.**

INTERNAL ONLY MEMO

DRIVING ME CRAZY

I recently acquired a Microdrive for my +2A, and it's stubbornly refused to give me the slightest response, even in 48K mode. I had my heart set on *Rainbow Islands* loading in 2 shakes of a duck's tail. Alas it was not to be. I realised that it may be that Amstrad had mucked about with the ports, etc. Sure enough, when my mate tried it on his 48K+ it worked! Argghhh!

Is there any kind of peripheral available that will enable my Microdrive to work with my +2 Speccy? If I enclose a biscuit will you oblige (oo-er)? It's a Custard Cream, and it's name is Harry.

By the way, you were right about *Robocop II* – it's ace. Almost as ace as you (slurp, slurp).

David Cooper
Normanton, W Yorks

You got the wrong 'dude', so get up. Anyway, you're right that the problem's caused by the expansion port rewiring. A little device called Fixit should be able to sort you out though – it corrects the wiring inside the +2A's and +3's. It sits between the Speccy's expansion port and any peripherals you may want to plug in.

It's a bit touchy about what it works with so you'd better watch out, but if you're lucky your Interface 1 and Microdrives should work fine with it.

Fixit costs £9.50 inclusive, and you pick it up from **BG Services***, 64 Roebuck Road, Chessington, Surrey KT9 1JX. Tel 081 397 0763.* **Ad.**

COME CLEAN

I bought my son a Spectrum +3 computer and a data corder. The problem is that some games load in, but others won't.

I've tried the volume control at all levels, and they just won't load. Is there something I can plug into the back of the computer that will help? (I do have all the correct leads!)

Christopher Marshall
Littleborough, Lancs

Computers loading from a tape are a real grind. You get one little glitch in the loading signal and they immediately go ape and do a woopsy.

You say you've tried loading at different volume levels. That's good – it often solves the problem. But there are other ways to suss it so here are a few more pointers you can follow...

Try cleaning the tape heads. You can use a cleaning cassette, from Boots or Smiths, say, or a record shop. That or you could use a cotton bud soaked in alcohol (I always keep mine close to hand). Give those heads a firm, but gentle, scrubbing.

Another thing it might be is that the recorder may need to have its alignment adjusted. There's a tiny screw just to the left of the tape head. This adjusts the angle, or alignment, between the tape and tape head. It needs to be at 90° to be perfect. Get hold of a jeweller's screwdriver and rotate the screw a fraction at a time while a tape is playing. When the signal sounds the crispest you've more or less got it right. **Ad.**

DEAD GOOD

This letter has been sent by a person who is deeply distressed.

While flicking through your (cool) mag, I came to a very disturbing article about the 'death of the +3'.

I have been saving up for years to get one that I even sold the clothes on my back. (I could do with a T-shirt 'cos it's getting cold.)

So what am I to do?

When will they stop them?

Will games still be on sale?

Aaron Lockwood
Thornthwaite, Cumbria

Yep, it looks like the +3's certainly upped belly and gone to trough the daisies. I'm on the tail of the murderer right now. But don't worry too much though. Just 'cos production's stopped doesn't mean they're going to disappear overnight. (In fact, if you go and check out Input Output you'll see stacks of them being flogged off cheap. It's sad, but if you want one at a bumper price now's a better time than any!)



Although we always list the price of disk games at the top of our reviews, they've never really been that widely available (just go into your local Smiths and you'll seem to see are cassettes). But there should be the odd one or two produced. **Ad.**

SPECCY NEWS

It's not all fun and games for our rubber-keyed chum. There are some pretty serious bits and pieces out there just longing for a Speccy to plug themselves into.

MUSIC TO YOUR EARS

Music Writer's been knocking around for a while now. It's aimed at the kind of groovy fellas who want to learn how to read music or play an instrument but want to do it in a whole new funky way (ie without books or any 'traditional' instrument). It's beginner-level stuff, and lets you to make up ditties using standard music notation.

It does however have one or two tricks up its sleeve other than screen-loads of notes and quavers. You can play your tunes through your computer's internal sound chip, or, if you have a MIDI keyboard, you can play it through the MIDI ports.

Anyway, that's old news. Now you can get it in 2 new editions...

The Reference Edition is the same as the old *Music Writer*, but includes a previously unavailable utility. It costs £25.

The Muso's Edition is the same, except that it replaces the manual with an abridged booklet. It's aimed at those know-alls who are really clued up on their music, and so don't require the tutorial bit (but if they discover that they weren't quite as clever as they thought, they can buy the book for a tenner). This one costs £15.

Both packs are available from a number of mail order suppliers, or direct from **G Rowland**, PO Box 49, Dagenham RM9 5NY.

DISK DRAMA

I have a Spectrum +3 and I find it impossible to buy disks. I have not been very successful using tapes.

Is it possible to load the tapes then copy onto disk?

Your mag includes free tapes. Why not free +3 disks every now and again?

D Walls
Sevenoaks, Kent

And here we go again. It's a real grind that software houses don't produce much disk stuff, and that much of the tape software that's available comes heavily protected (for the express purpose of preventing people from copying it!).

But don't fluster - there's help at hand. A device called the Multiface +3 could be just the break you need. It plugs into the back of your Speccy, and at the touch of a button it'll 'freeze' the computer's operations. From there you can save the memory to disk, to be reloaded later, effectively transferring the programs.

It'd be far too expensive to mount a disk on the cover of the magazine (they cost a fortune). Besides, all the guys out there with a tape-only machine would lose out, and everybody can plug in a tape recorder to load our tapes easy as sin anyway.
Ad.



So you get the gist

You send in the problem – I come up with the cure. I'll also have a look at any utilities you've got, tecky news, anything – if it even vaguely comes under the 'hardware' banner then just send it in and I'll see if it fits. The name's Adam Waring and the address is Spec Tec, *YS*, 30 Monmouth St, Bath BA1 2BW.



■ Spec +2A, over £800 games, mouse + Artist 2, £75 mags. Excellent condition, worth over £1100, sell for £350 ono. Also mouse, unwanted gift £40 ono. **Phone Ian on Rugby 832886 after 6pm.**

■ Spectrum 128K, 3yrs old vgc, £150 worth of games plus joystick, £400 ono. **Ring Rawdon 0532 507903 after 6pm, ask for David.**

■ Loads of Spectrum hardware and software for sale. Cheap prices. **Phone 0444 716404 for prices or list.**

■ Spectrum +, 2 microdrives and interface, Alphacom 32 printer, software including Masterfile, Tasword 3, Assembler, Airrah Microspeech, books (list available). **Sensible offers to 0442 230927.**

■ Spectrum 128K for sale with over 70 games and about 15 mags. All this and leads for £130. **D Macias, 5 Hillside Terrace, Downderry, Cornwall, nr Torpoint.**

■ Spectrum +3, boxed, manuals, 2 joysticks, tape lead, many games, *OutRun, Thunderblade, Supreme Challenge* on disk + many more on tape. Only £300 ono. **Phone James on 04864 4902 after 2pm weekday.**

■ Prism VTX 5000 modem for sale, suitable for Spectrum 48K, 128K +2 worth £50, will sell for £35 incl P+P. **Write to S King, 121 Lamlash Cresent, Cranhill, Glasgow.**

■ One of the first original 48K Spectrums, printer and rolls of paper, data recorder (all still in original packaging, as new) many games and magazines. £150 ono. **Tel Mark 04027 56195 after 6pm.**

■ Spectrum +3 + multiface recorder, lightgun, many games, disk and tape, all boxed, make ideal present, 5 months old, hardly used. Bargain at £170 ono. **Offers phone 0702 470235 Southend, ask for Mark.**

■ Spectrum +3 for sale, tape, leads, magazines, £300 software, including *Turrican, Stunt Car, Last Ninja 2, Shadow Of The Beast.* Excellent condition. At £150 ono. **Phone on 0422 6757 in evenings.**

■ Spectrum 128K + 2A with joystick, £400 worth of games, eg *Rainbow Islands, Shadow Warriors*, complete with manuals and magazines. Worth over £500 sell for £250, very good condition. **Tel 0395 270159.**

■ Spectrum 128K for sale, over £400 worth of games. Also mags and Kempston Turbo joystick + interface. £185, wickedly cheap. **Phone Dan on 0252 540571 after 6pm please.**

■ Spectrum +3, still boxed, with all manuals, etc. Less than 1 year old. £500 of software, Multiface 3, and joystick. **Phone Duncan on 0803 872818 (evenings) with offers (£150 ono).**

■ 48 Spec+, tape deck, Multiface 1, Kempston + stick, printer interface, Fuller sound, + even more hardware, 100 games, 50 cover tapes, 12 books + magazines £210. **Phone 0707 45043.**

■ Spec +3, Multiface 3, data recorder, 4 joysticks, £400 of software, programming manuals, guaranteed to 1993. Excellent condition – £250. **Phone 081 303 1354 and ask for Mrs Driscoll.**

■ Spectrum 128K +2, Ram Turbo dual joystick interface, 250+ games, extras, £160 ono. Also available I/face 1, M/drive, 50+ cartridges Multiface Plus-D, 3.5" drive, 2-face, midi interface package. Offers, will split. **Phone 0480 216280.**

■ Sega Mastersystem with light phaser, handle controller, Rapid Fire Unit, SG Comm joypad, and 8 games inlcuding *Golden Axe, OutRun* and *Double Dragon.* £160. **Phone 0296 29602. Buyer collects (Aylesbury).**

■ For sale – Spectrum 48K+ with tape recorder, 150 games incl *Robocop, Target Renegade, Double Dragon* etc and 50 mags. Sell for £80! Interested? **Then tel 0924 256602.**

■ Spectrum 128K +2 boxed, superb condition, 100 games worth £470 (*Robocop, 100% Dynamite, Batman, Power Drift*), joystick, 10 *Your Sinclair* mags, will sell for £185 ono. **Phone 095 389 655.**

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YS 64

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■ Wanted – *NZ Story, World Cup '90, R-Type* and *Ghouls 'n' Ghosts*. Will swop for *Op Thunderbolt, Shinobi* or *Deviants* with *Biggles*. I will swop one for one. Originals only. **G Edwards, Braeside, Kennel Lane, Windlesharn, Surry, GU20 6AA. Tel Bagshot 79230.**

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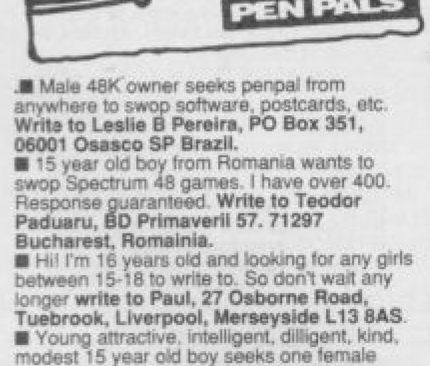
■ Help! I need to swop *Predator, Nightmare Rally, Judge Dredd* and *Top Gun* for any +3 disk games. **Contact Matt Wildash, 32 Swafield Rise, North Walsham, Norfolk, NR28 0DG. (PS Above games are on cassette.)**

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■ Male 48K owner seeks penpal from anywhere to swop software, postcards, etc. **Write to Leslie B Pereira, PO Box 351, 06001 Osasco SP Brazil.**

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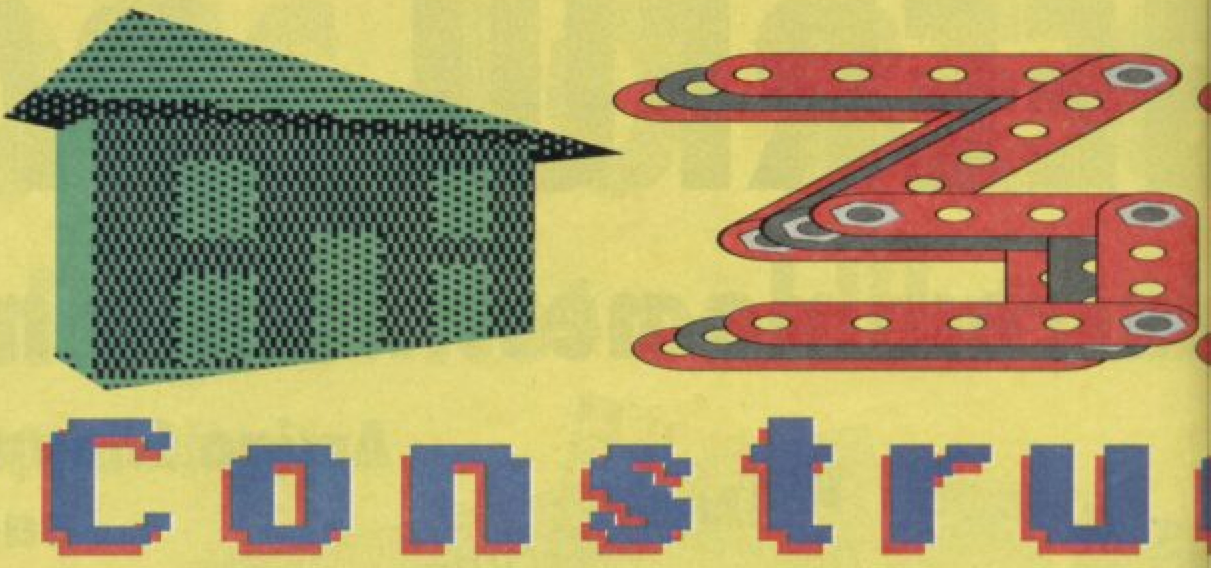
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There's a lot more to construction work than a packed-lunch and a wolf-whistle! ANDY IDE pulls his jeans halfway down his bottom and hops across to Incentive to check out their brand-new Freescape game-maker.

YS MEGAPREVIEW



Here in the *YS* shed there's nothing we like more than a quick go at playing God on the Speccy. You really can't beat it, can you, readers? Shouting "Shazam!" and making some whopping great building appear out of thin air, it's the biz! (Of course, we had to cut down a bit when Matt was going through his Lord Almighty period but since he's been carted off it's been business as usual!)

Sim City was the biggie of last year of course, but what about the more serious stuff, the sort of things you get to actually make *games* with? Well, *3D Game Maker* was busy creating 'interactive environments' a few years back but there hasn't really been much since.

Until now, that is! Enter Domark and programming house Incentive, purveyors to the Spec-chum of Freescape games like *Dark Side* and *Total Eclipse* – for the last year they've been beavering away on a game-making program that's based on the one they made *Castle Master* with and it's the funkiest little coconut you've ever set eyes on. It's called the *3D Construction Kit*, it's absolutely revolutionary and if you follow me I'll tell you all about it...



Sounds dead posh! But, er, what is it?

Exactly what it says it is – something to build 3D environments with! To understand the bare bones of how it works we can split it up into 3 bits.



It's easy as pie this 3D business - I finished this one off in half-an-hour! (Hem hem.)

First there's the **Freescape graphics program**. Although it's been knocking around for quite some time now – and gobbling up Megagames for every single game it's been used on! – it had a bit of a revamp with *Castle Master* last year and it's looking as spanky as spanky can. (Just look at the screenshots!)

Second, as I sort of half-mentioned before, there's the newly-improved version of the **editor** they used to make *Castle* with. Essentially, it's what this Megapreview is all about because it's the tools section – if Freescape's your 'paint' then this is your, um, 'brush' (ahem). It's absolutely blimming massive (and then some) but pretty straightforward to get your head round once you've taken a couple of deep breaths! Hurrah!

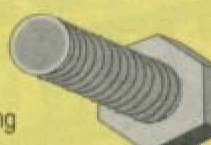
And lastly there are the **data files** that come packaged when you buy it. These show you the full extent of what you can get up to and range from a standard 3D object (a spaceship probably) to a fully-fledged game the size of *Castle Master* which you'll actually be able to play and even alter! Phew!

So that's what it is. Let's see how it works...

Le nuts and bolts

Right. The first thing you see when you load it up is the screen where you make your objects. The control panel may seem a little daunting at first but you'll soon get the knack of clicking on the appropriate commands – just ask for a square (or a hexagon or whatever) and alter it to the shape you want, add a few more objects, alter them a bit more and stick all the bits together. Basically, you can construct just about anything under the sun except a circle (and for more info you could do a jolly sight worse than head for that 'Object-Making Box' at the bottom of the page!).

Of course, if all you want to do is make objects all day (and there's no shame in that) then you'll never move away from this bit. If, however, game-making is most definitely your *thang* then you'll want to have a quick inspection of the pull-down menus at the top of the screen. This is where all the 'action' happens, where everything begins to come to life and interact, and, taking each menu one by one, it looks something like this...



THAT OBJECT-MAKING SCREEN IN FULL

Except that it's split up into 2. Below are all the 'buttons' you get along the bottom of the screen.

GLOBAL – **Er, not** too sure what this one means actually.

COPY – **Want to** copy an object? Click on this for instant Xeroxation (oo-er)!

CREATE – **Rectangles,** lines, hexagons, pyramids, cubes - you name it, *3D Kit*'s got a line on it (ahem).

EDIT – **This is** where you change the shape of your original object. Point, turn, shrink, stretch - take your pick and work that suck- work that suck- work that sucka to death (basically).

HILITE – **If you** lose your object amongst loads of others then click on this to make it flash on and off.

VIEW – **Gives you** the 4 basic points of the compass to view your creation from.

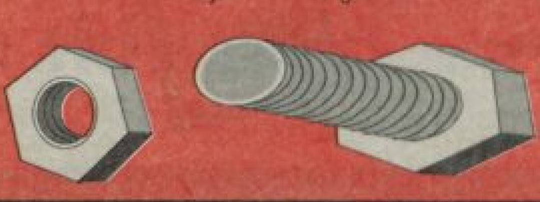


SHADE – **You can** only have 2 colours on-screen at any one time so if you want 3D then by Jove you want this!

DELETE – **Zut alors!** Mon parapluie est disparu!

ATTR. – **Atrributes** is where you define the character of your object by making it visible, invisible, or 'destroyed'.

EXCL 'D – Makes objects invisible except the one you're working on.





First, an object being shot and destroyed. Basically, you need to inform the computer that if the player moves his target onto the object and hits the Fire button at the same time (sounds obvious, I know, but that's how they all work!) then the computer has to get rid of that object. You just type in a command corresponding to it (something like 'If shot then what? Destroy') and pow! it's gone!



The reason this works is because for every object you create you have to decide whether it's going to be **visible**, **invisible**, or **dead** (or 'destroyed' or something – I can't quite remember!). In the case of the example, it started out being visible, and then, by you performing a particular action, it was instructed to destroy itself. (Quickly going back to those 10 crystals example in the first paragraph – by picking up the 10th and making it 'die', you might well have programmed it to give you extra energy at the same time.)

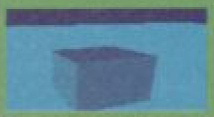
All these conditions are also pretty handy if you want to use any animation in your game, like a door opening. When you're constructing the door all you have to do is position an invisible 'half-door' dead-straight in front of it, then an invisible empty doorway in front of that. Command all the first door to disappear and make the second 'door' visible, and so on and so forth. Simple really (sort of). And so easy to use!

CARPENTRY MASTER CLASS

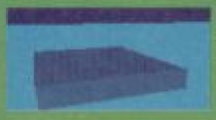
Or how to create a wooden 3D table in less than 2 minutes (without any wood).



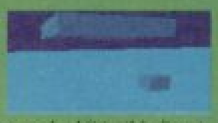
Brrr! Looks a bit cold and empty in here, doesn't it, Spec-chums? I know – let's make ourselves a table! (That'd warm the place up a bit, eh?)



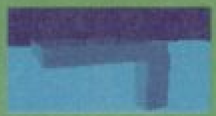
I said a table, not a blimmin' carving block!



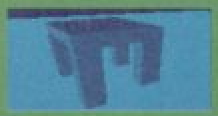
Oh well, never mind. A little squeeze here and there, flatten it out, make it nice and long, and voila – a tabletop!



Now for the legs. Create a second block...



Knock that around a bit to thin it out, duplicate it to get 3 more (just to keep it company) and...



By Jingo I think we got it! Hurrah! (At this rate we'll be on to the Eiffel Tower in no time.)

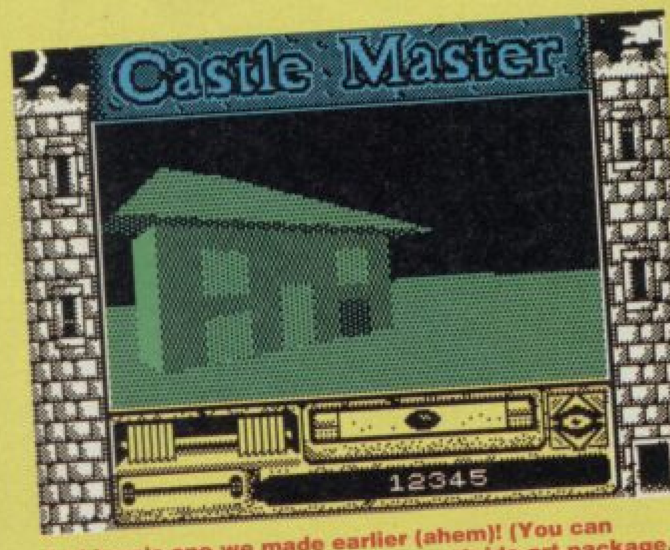
The General Menu

This is split into lots of different, smaller menus (don't worry – I'll go through them slowly!).

First up is the **Default** menu where you **define your 'character'** (ie who's eyes – or what's eyes – you're looking through on the screen). If you want this view to belong to a hum-drum pedestrian then you choose how fast you want him to walk and turn. If you want to be looking out of a spaceship cockpit then it's how fast you want to be flying. The **Climb and Fall settings** work out your jumping and dropping strength (these don't actually have any bearing on your size – they're for dwarves with incredible jumping powers and things like that) and you also get the choice of where you want the game to start (by a well, in an attic, wherever).

(Of course, as in any game, these default settings will alter as and when you get shot/pick up bonus objects/etc etc, but more on that later.)

Next you've got your **controls** (Up, Left, Somersault Three Times In Mid-Air And Land On A Pin-Top). Anyone who played *Castle Master* will recognise these immediately because they're pretty much the same – keep them the same or change them, the choice is yours. And finally, you can **make your own control panel** and also define the **size of the rectangle** you want to look at your environment through.



And here's one we made earlier (ahem)! (You can import your own frames from any outside art package.)

The Area Menu

An area in *3D Construction Kit* is basically any enclosed space. If it's a kitchen then it's enclosed by some walls, a floor and a ceiling, if it's 'Outside' then it's enclosed by the earth and the sky. Couldn't get more simple really. And all you're actually doing in a Freescape game when you're moving from room to room is, in effect, moving from area to area.

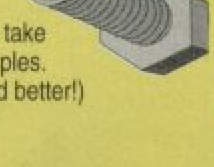


In this menu you get to **create new areas**, **edit them** and **colour them** (using 2 colours and a variety of shading). You can **add and edit entrances** (which is an insy-winsy bit important if you want to move through rooms!). Provided you've put 2 entrances together either side of a wall then you can travel from one to the other easy as pie.

Actually, there's a tip here that might help you out. Instead of starting every single area off from scratch you can duplicate the same one again and again, but make each copy look completely different by changing their characteristics each time. Say you want all your rooms to have fireplaces – you simply construct your 'master' area and bung one in, and then duplicate it to make the copies bigger, smaller, change the colours, put the entrance in a different place, whatever! No-one would ever know the difference!

The Condition Menu

This is where you set the conditions for your objects and areas (or put 'intelligence onto them', as our chummies at Incentive would say), and it's the only text-driven section to the *Kit*. It's one of the most important parts of the package, because without it you're powerless to define exactly how you win and die, what happens when you've collected 10 crystals, all that malarkey. Basically, it acts like a domino effect. When you interact with an object you can set off a chain of commands that make that object do certain things, and perhaps make other objects do other things. Let's take a look at some examples. (I think we'd better!)

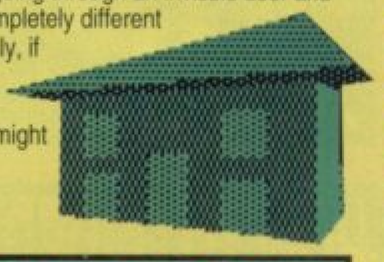


The File Menu

This is the most boring menu (Save and Load, all that stuff) but it's redeemed by the inclusion of 2 commands called **Make** and **Screen**. The first allows you to save your game onto a cassette or disk and make copies that work separately from the Kit (astounding!) and the second imports borders around your game from outside art packages (incredible!).

And that's it (more or less)!

And pretty amazing it is too! You'll have to fork out a bit more dosh than on a regular game (about £25 cass) but you still can't fault it for value for money. In fact, it's going to be so addictive you'll probably never want to buy another game again – you'll be making your own! Of course all I've done is sketch out the variety of tools you're presented with. Once you start thinking about it you pretty soon realise there are a thousand and one different gimmicks you can get up to (walking into a small cupboard only to find it's like the Tardis, say, or going through an invisble door and landing in some completely different time zone!). Basically, if you could do it in *Castle Master* you can do it here. We might as well give it its Megagame now! Hurrah!



3D-TECKS!

Right, really quick chat time. Say hello, Mr **Kevin Parker**!

Hello.

You programmed *3D Kit*, didn't you?

*Yep, along with a guy called **Eugene Messina**. He did the control panel and data disks.*



Kev's on the left, Eugene's on the right.

And are you pleased with it?

Definitely. The memory was the biggest problem but we solved that and it's come out all dead peachy and easy to use.

Marvellous! Thanks for your time, Kev! (Ahem.)

FAX BOX

TITLE	*3D Construction Kit*
PUBLISHER	Domark (Incentive)
PROGRAMMERS	Kevin Parker (code) & Eugene Messina (other bits)
PRICE	£24.99
RELEASE DATE	April

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Turtles

One of the most eagerly awaited Speccy games of all time, *Teenage Mutant Hero Turtles* is a mega-colourful romp from Image Works through the sewers of New York, featuring Rafael, Donatello, Leonardo and, um, 'the other one'. The biggest smash of the year!

Description	Price	Order No
Turtles cass	£10.99	MY127C
Turtles disk	£11.99	MY127D







Robocop 2

Ocean's smash-hit sequel to *Robocop* (the biggest selling etc etc), this is bigger, more varied and even better thought-out than its predecessor, combining a massive dose of shoot-'em-up action with platforms, ladders and puzzles. Needless to say, a *YS* Megagame.

Description	Price	Order No
Robocop 2 cass	£8.99	MY129C
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HOW TO ORDER

JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM BELOW... OR RING OUR HOTLINE NUMBER ON 0458 74011

Pang

Argh! It's the attack of the killer balloons from hell! Ocean's cutsie blast-'em-up sees you zipping about all over the shop shooting a Fairy Liquid skyline of bubbles, bubbles and more bubbles. It's so addictive you'll be popping away for weeks!

Description	Price	Order No
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Pang disk	£10.99	MY131D

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Mmm-mm. You're right, you know, I really do need the following *YS* goodies pretty darn bad.

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TOTAL ORDER		

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Method of payment (please circle) • Access • Visa • Cheque • PO

Credit Card No

Expiry date

Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot off to ***YS* Superstore, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR**. And you don't even need a stamp!

RICH PELLEY and JON PILLAR are at it again and they want us to join in. Oo-er. (So bring along an extra lightbulb just to be safe.)

BARGAIN BASEMENT

BATMAN THE CAPED CRUSADER

Hit Squad/£2.99

Jon Before the Teenage Merchandising Totals there was Batman, the original Hero of Hype. This is the second of his 3 Ocean games (sandwiched between *3D* and *The Movie*) with 2 separate scenarios and the action laid out in comic strip panels. Depending on which side you load, you're either trying to foil The Penguin's latest world domination plot, or else out to congratulate The Joker on disposing of that irritating git who's been tagging along with you for years... (what? Oh, sorry)... or else out to apprehend The Joker to free your kidnapped buddy Robin. (Ahem.)



Mmm. I wonder wonder what'd happen if popped into this hole...



Home sweet home!

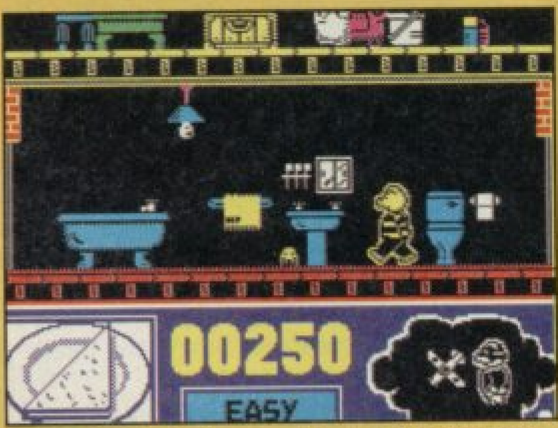
Whichever baddy you're up against, the basic idea is to traipse around Gotham City, biffing the villain's henchmen while solving puzzles. These often have clues in the panels' captions, and their diffficulty level is more 'afternoon gameshow' than 'Don Priestly' (use the torch in the dark room etc). Graphics are crisp, there's a snappy title tune, and as you'd expect from top programmer Jonathan Smith, you couldn't get this game more polished if your name was Mr Sheen. The best of the Batgame trio (*3D* was too silly, *The Movie* too serious), it has a nice line in humour and oozes playability. In short, the spankiest comic conversion since *Dan Dare* and a des res in barg city.

HUXLEY PIG

Alternative/£2.99

Rich Poor old Huxley Pig, eh? Horace (the rotten rodent) has left the front door open, and all the creepy crawlies are running around the house. Also Vile Vincent (the vampire pig) has hidden all of Huxley's favourite toys, and Sidney the Snake has hidden Huxley's pilot, chef and sailor outfits. Huxley will now have to find the toys and items of clothing otherwise he won't be able to have any more of his super daydream adventures.

A game for slightly younger players here, I presume. It reminds me a bit of the rather old (and now retired) *Pyjamarama*, as the idea is to walk around a simple and colourful house collecting objects as you go, not only 3 toys and 3 sets of clothing to complete the game, but also the cross (to get past Vincent the Vampire), a spanner (to get past Horace the Rodent) and the first aid box (in case Sidney the Snake bites you) in order to do this. The objects are set in random places, and would be a doddle to find if it wasn't for the creepy crawlies scampering along the floor who drain your points all the time. The biggest flaw in the whole thing has to be that Huxley moves so damn slowly. I



Huxley in the bathroom. (Nasty, eh? Mind you, it's probably better than JD in the bathroom!)

don't know why this is but it's extremely irritating, that's for sure, and makes it very hard indeed to avoid the creepy crawlies.

Apart from this, the rest of the game is blimmin' easy (even in 'hard' mode) and excruciatingly boring into the bargain. However, rumour has it that there are 3 other games on the other side of the tape which involve our Hux flying about in a plane, baking a pizza and driving about in a speedboat. I haven't had the opportunity to play these yet as you have to finish the first game first. But I'm sure they're as fun as this one – ie not very. If the telly program of *Huxley Pig* is as boring, repetitive and unaddictive as the game, then I don't think I'll ever bother watching that either.

RAMBO 3

Hit Squad/£2.99

Jon Based on the smash-flop picture of the same name, this game casts you as Rambo (surprise) who's out to kill lots of people (even more of a surprise). Your mentor, Colonel Trautman, has managed to get himself captured by Russians in Afghanistan (a neat trick since there aren't any anymore) and as you can't even pronounce perestroika you decide to rescue the Col and... kill lots of people. (Well, I suppose *Rambo Asks Politely For His Colonel Back* wouldn't have sounded as exciting.) So, you have to break into the fort where the Colonel is held, battling past guards and using equipment you find on the way (flip-screen maze collect-'em-up bit), drag the Col along as you set charges on your way to escape (another similar bit) and finally (just to remind you the authors have done better things) blaze your way through the Russian army with a captured tank, in an *Op Wolf* bit. Yep, that's right, I didn't think much of it. The *Op Wolf* bit's rather good, but as for the preceding sections, well, snazzy graphics and nifty features (such as guards that won't attack unless you stumble across their line of sight) can't disguise the fact that one bit of fort looks an awful lot like another. It all boils down to unending map-manipulate-massacre, and interest drops more sharply than a guillotine blade. It's not bad, it's just not good. The *Naked Video* of the Speccy world.



Bang, bang, and thrice bang – you're dead, missus!

BARGAINS

THUNDER BLADE

Kixx/£2.99

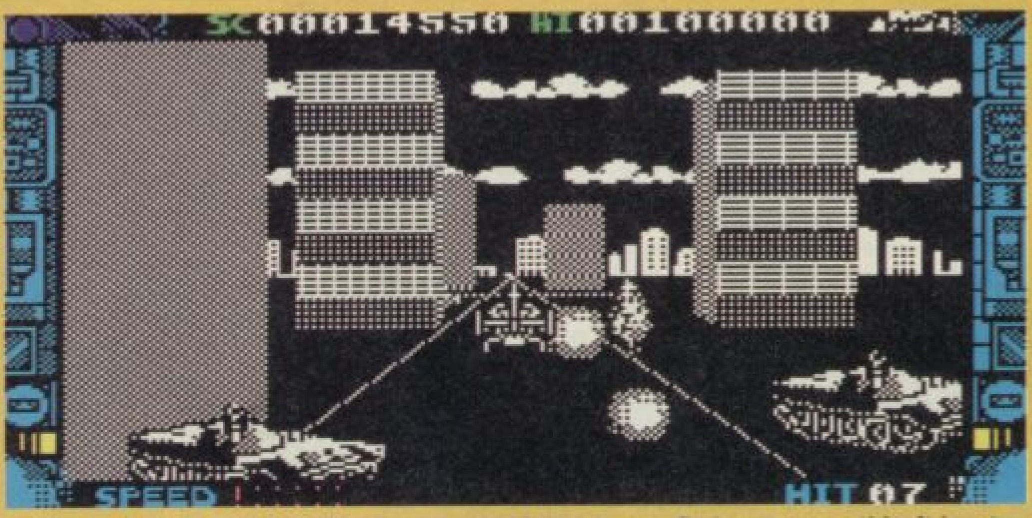
Rich What have Noel Edmonds, Mike Smith and that bloke who flies the helicopter in *Treasure Hunt* got in common? That's right, they all fly helicopters.

And flying helicopters is what *Thunder Blade* is all about (luckily though with no sign of Noel Edmonds). The game consists of you flying about in a chopper, shooting and bombing things below as you go (Fire takes care of both of these). The first big stage is Skyscraper City, where you start with a bird's-eye view of your chopper, and solid 3D view of the buildings and tanks and other choppers below. Accelerating ahead, you either dive low (to increase the chances of hitting the tanks on the ground but also of getting hit back in return), or stay high (where you'll have more baddie choppers to contend with). Everything shrinks and grows very impressively as you get nearer/further away from them. However, it's all a little unpredictable because it's rather tricky to see the bullets heading towards you as they get obscured by your own sprite. You often find yourself plummeting back down to earth for no apparent (or avoidable) reason.

The second and third parts of the first stage consist of the more familiar behind-view, again through skyscrapers, and then what's essentially a vertically-scrolling shoot-'em-up over an aircraft carrier. In both parts the graphics aren't quite as stunning as the first bit, but the gameplay's a lot easier.

There are 4 large levels in all, each divided up into 3 parts as in the first, and some spooky fortress thingie right at the end which you have to blow up although admittedly I haven't got that far yet. In fact, I haven't even got off the first level. But I know a man who has, so I can tell you that the graphics are equally stunning, and the gameplay equally varied – including a sort of cavern thing you have to fly through at one point.

The game isn't particularly fast-moving and requires a bit more thought than certain games I could mention, so you may find it a bit frustrating at first, although I can guarantee that it get's loads better after a bit of practice. The difficulty is pitched just right too, so you'll probably be playing quite a long time as it's quite easy to progress and pretty damned addictive with it. I'm not too sure how long term we're talking here though, but never mind, eh? An ex-*YS* Megagame, and a complete snip for a mere 2 pounds 99 pence.



Here's Part 2 of Level 1, a view-from-behind jobby as you fly (pretty smoothly, it has to be said) into a screen. Take that, you ugly big skyscraper you!

LAST DUEL

Kixx/£2.99

Rich Hmm. Another re-release. Let's check up on the *YS* records to see what we made of it first time

(Several hours later.) Ah – here it is, under T for 'The'. Who filed this lot?

And oh dear. It seems as if we didn't like it much. The usual highly improbable plot for a start, right down to the captured princess and lone hero (a bit strange, seeing as it's a 2-player game). It also boasts a pretty unoriginal bog-standard 2-player vertically-scrolling-bog-standard monochrome-format screen – okay if a game is an exceptionally brilliant one, but a bit of a stupid idea if it isn't (which this one is, or isn't if you see what I mean).

You play the part of a car and ship on alternate levels (or both at the same time in simo 2-player mode). The plane can apparently drop bombs and the car can jump holes in the road (as opposed to falling into them and dying), and frequently jumps anyway when you're trying to blow something off the road, as the control is Forward and Fire. The gameplay consists of continuing forward whilst shooting things. This gets very boring as the 6 levels are all very samey, and only 2 different power-ups are available. Playing with someone else is more fun (*Oo-er. Ed*), but because the screen is scrolling left and right a bit (as well as forwards), this makes things a bit confusing. It's just one of those games that tried something a bit new, but failed miserably at the end of the day.

I'm sorry, but all the *Last Duel* deserves is the Last Post.



My gran said you shouldn't judge a book by its cover and by Jove she was right!

TURBO KART RACER

Players/£2.99

Rich If there's one thing more annoying than waking up in the middle of the night, thinking it's Christmas, getting your entire family out of bed and dragging them all downstairs to open your presents, only to find that it is in fact the middle of summer (which happened to me once – most embarrassing), it's got to be this *Turbo Kart Racer* game. It's a bird's-eye-view-race-around-a-track-affair, a bit like *Supersprint* except you don't see the whole track at once because it scrolls bit by bit instead. Certainly not very original and certainly not very good either.

As the race starts, off zooms everybody else, leaving you, in last position, attempting to come first to qualify for the next stage. The controls are the usual Accelerate/Brake and rotate Left/Right, but the Accelerate is far too responsive, and the others not enough so. (Annoying point number 1.) There's also a limited nitro turbo button which seems to do more bad than good, as it sends you zooming right off the track, over the grass and onto another part of the track every time you use it. (And there you have annoying point numero 2.) There are no arrows on the road either to tell you which way round you should be going if this happens (number 3). Oh, and 4 is that the other karts are rather fond of driving into you all the time, blowing you up and hence delaying you heavily in the process.

Items can be picked up on the way round to repair your kart, give extra fuel and time and stuff which are very useful 'cos without them you probably won't get to finish the race. Of course, whether you'll want to is another story. Personally I found the game utterly boring after one or 2 goes and had no desire to play ever again, and wishing I hadn't wasted 2 minutes playing it already.

And I really can't find anything more positive to say about it than that.



Someone should tell Players that go-karts are supposed to be fun (especially turbo-charged one, eh, Spec-chums!?). Here we seem to be getting in a bit of a tizzy turning corners.

VIGILANTE

Kixx/£2.9

Rich This one looks suspiciously like a sideways scrolling beat-'em-up to me, a bit like *Kung-Fu Master* (if you remember that). Y'know, one where the idea is to make your way from one side of the scrolling playing



area to the other, kicking and punching baddies until they die. There aren't too many beat-'em-ups like this around, as most also allow you to move back into and out of the screen as well (hello, *Target Renegade*), and, to tell you the truth, these sort are a lot more fun anyway 'cos you can pick which baddies you want to fight with, as well as how and when. But since you can only move left and right here, things are predictably far more boring. Very little skill is actually needed either – it doesn't really matter which move you use (of which there aren't many anyway), and you don't have to have any real sense of timing, except to avoid the bloke who shoots at you (and is almost always the cause of your death). There's an end-of-level baddie too, but I found that if I'd remembered to pick up the weapon during the level – one of those toilet chain things or whatever they're called *(Nunchukas. Ed)* on Level 1 – it's no problem to finish him off.

The graphics are generally crap, including dreadful colour clash (although you can play in mono) and bad scrolling, and there's an annoying wait every time you start a go. But the



'Ello, luv. Wanna come back to our place for a bit of how's-yer-father and some tea and biscuits?

greatest problem has to be the lack of challenge, because you don't have to have much skill or practice to get anywhere (as long as you watch out for the bloke with the gun). There're loads of levels (multiload, tape-recorder fans), but all that means is different backdrops, different looking baddies but similar gameplay all the way through. It's certainly not up to *Target Renegade*'s standards, and as that's also available on budget, I'd recommend either buying that, or giving your money to me.

HAWK STORM

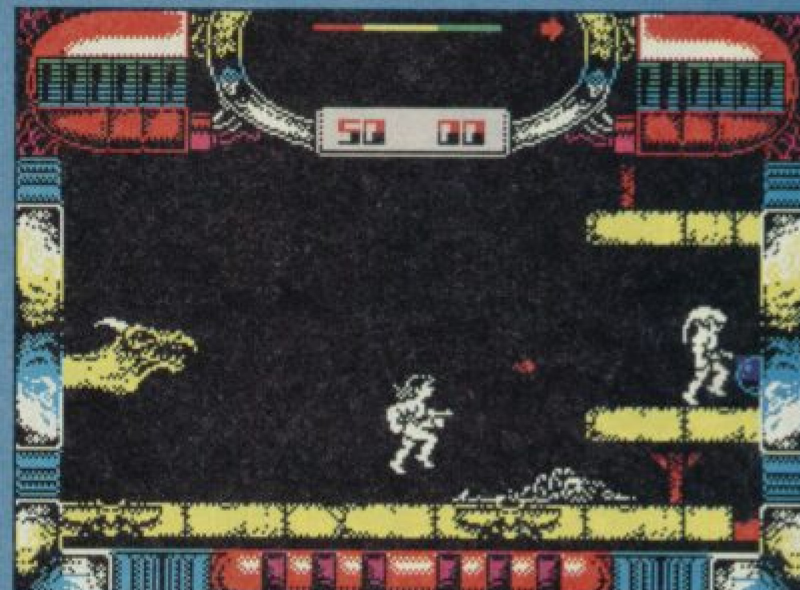
Players/£2.99

Rich "Hawk Storm – last warrior hope of the planet Edos. Many moons ago, the evil Neviks stole the Capacitoid Crystals that were all that stood between the Edosians and destruction. All the Edosians have gone into suspended animation apart from Hawk Storm who must retrieve the 32 missing crystals to save his people."

Sounds familiar? Probably because it's the plot to this game. It's a scrolling run-around-the-landscape-and-collect-the-various objects game, but it's one of the most beautifully crafted collect-and-shoot-'em-ups I've seen in a long while, which is a jolly good thing for a new-release budget. It's colourful, it's fast, and it's challenging without being too difficult. You must avoid various Nevik soldiers, firepits, slimeballs (what these look like is anybody's guess), spikes and gun turrets (shaped like death-spitting llama skulls) or simply blast the bytes out of them – if you have a gun. Your first priority is to get one and your second is to make sure it's decent (there are 3 different death-dealing duelling pistols). Not only that, but you can also collect 3 different special weapons – shields, mines and stryders (a bit like swishing a sword your own length again back and forth) – to make life for the enemy a real misery, not to mention extremely unlikely. Once you've built up a decent armoury of death, then you can go crystal hunting – and good luck! There are also such things as lifts, energy pods, electric barriers and teleports to deal with, so you'll have your work cut out.

On the minus side, the scrolling is very jerky, and the program won't allow you to jump on the lifts. Still, it's a small price to pay for something as refreshing, complex and enjoyable as this

If anyone sees a slimeball, let me know, won't you? *(Eh? Ed)*

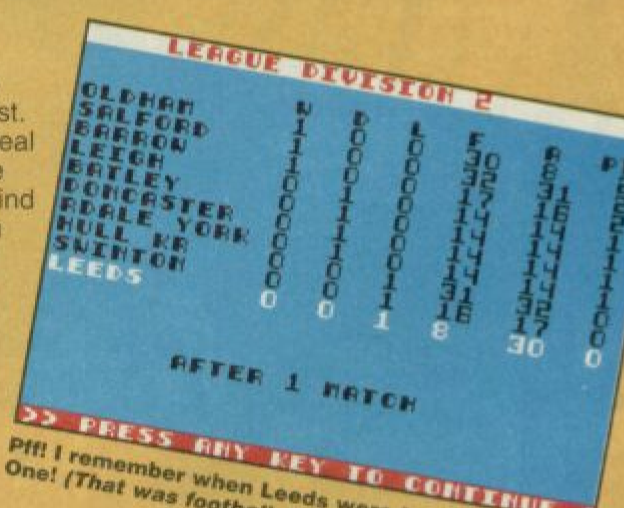


Eurgh! What's this gooey white mess in front of me? Er, probably the baddy I just killed! (Better not get my Reeboks dirty, eh, readers?)

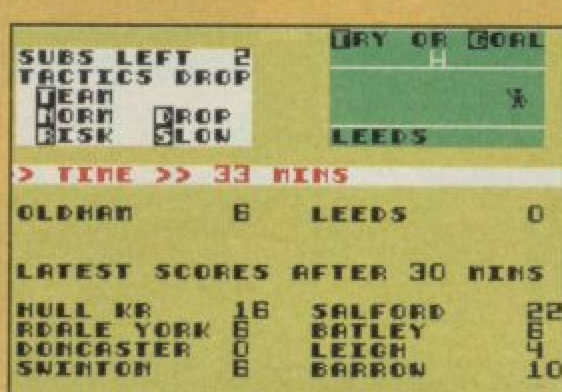
RUGBY COACH

Cult £2.99

Jon For 'coach' read 'manager' in this latest addition to a seemingly infinite list. Take your ailing team to cup victory, deal with injuries, transfer players, keep the bailiffs from the door – you know the kind of thing. What lifts this above the norm is that instead of just being a *Football Manager* with funny shaped balls (as they say), *Rugby Coach* really captures the atmosphere of, um, rugby. After the usual business of selecting your squad, you can get stuck into the game tactics, switching freely between normal, slow (to waste time if you're winning), drop (to try to get that vital last point) and risk modes. The latter triggers the kind of game I remember rugby as from school – the all-trampling-no-rules-elbows-in-teeth

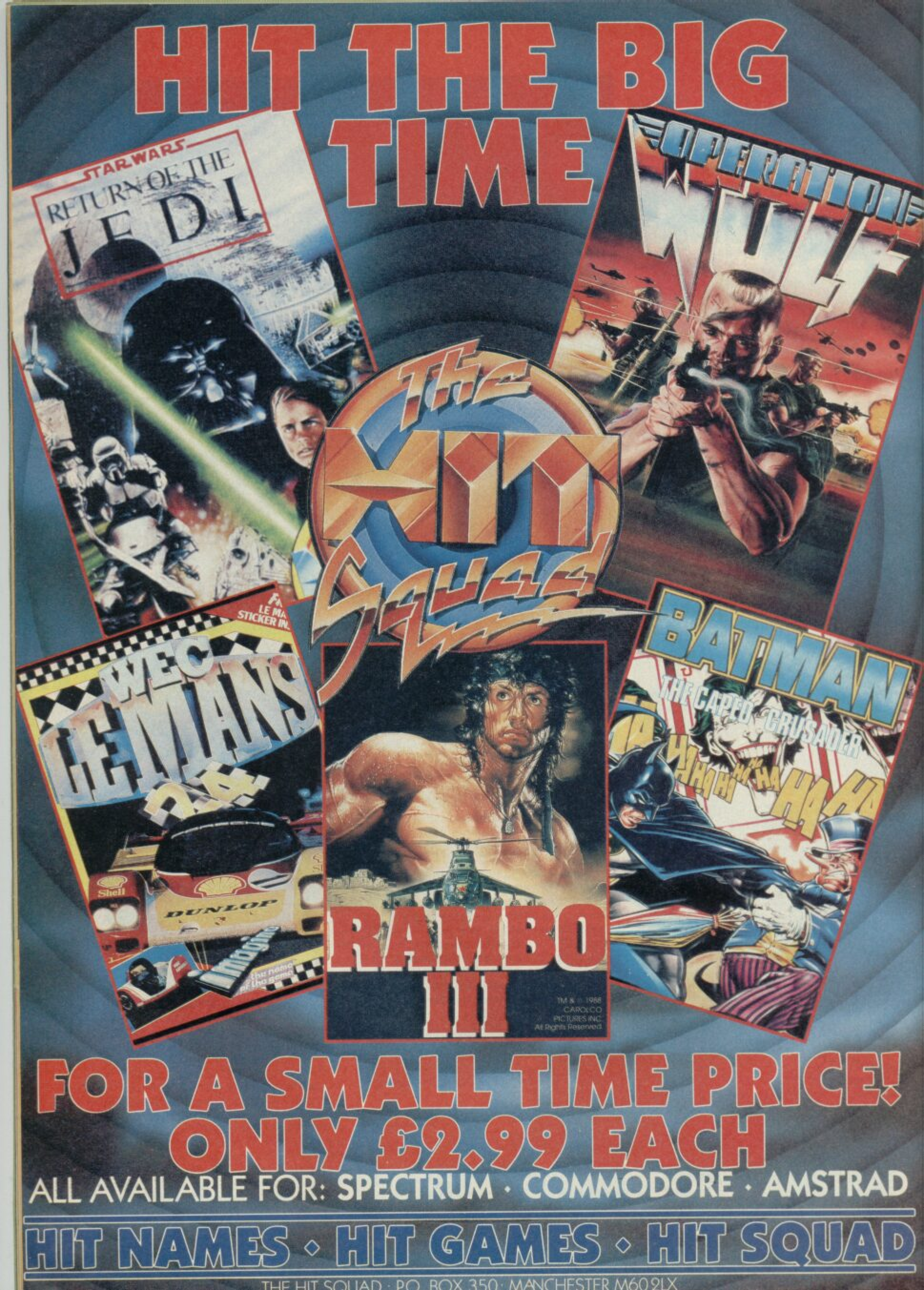


Pff! I remember when Leeds were top of Division One! (That was football. Ed) Oh.



You can almost hear the dulcit tones of Desmond Lynam, can't you?

horror show. Although it's text-only, you can almost hear the thuds as player after player keels over through injury! Should you be awarded a penalty you can choose between a shot at a try or a goal (hoping your goal kicker hasn't already been concussed). Stagger through one game and it's onto the next, with the Speccy cheerfully informing you your star half-back is out of action for 5 weeks (again). Fortunately you can swop any player to any position, with the Speccy working out their new skill ratings, and it's simple but effective features like this that characterise *Rugby Coach* – lots of pleasing touches add up to an absorbing and engrossing game. It's also the most painful management game you'll ever play. Probably.


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"Vroom! Vroom! Mind that tree! Oh no, not the lake! Aaaargh..!" (Ahem.) Sorry, readers. It's rally-cross fever, you see. It's completely taken over the shed. We haven't been so excited since, erm... well, last week actually. What other sport lets you drive (very quickly) around lots of forests and ponds and things? Okay, so it's not quite as groovy as stock car racing (you don't get to bash lots of things up – unless you crash!) but it's certainly a vast improvement on racing round a piddly little track. And now, thanks to Gremlin Graphics and their new game *Toyota Celica GT4 Rally*, you don't have to be massively rich (or stupid) to have a go! Hurrah!

A game? Did someone mention a game?
They certainly did! It's taken Gremlin nearly 2 years to put it all together, but now it's sitting in the pitstop and raring to go – and what a corker it is! You get to test your skills (and spills) over 30 very different courses, with things like changeable weather climates to contend with (rain, ice, fog and sand), and even the challenge of having to drive at night! All in all, it's not incredibly easy!

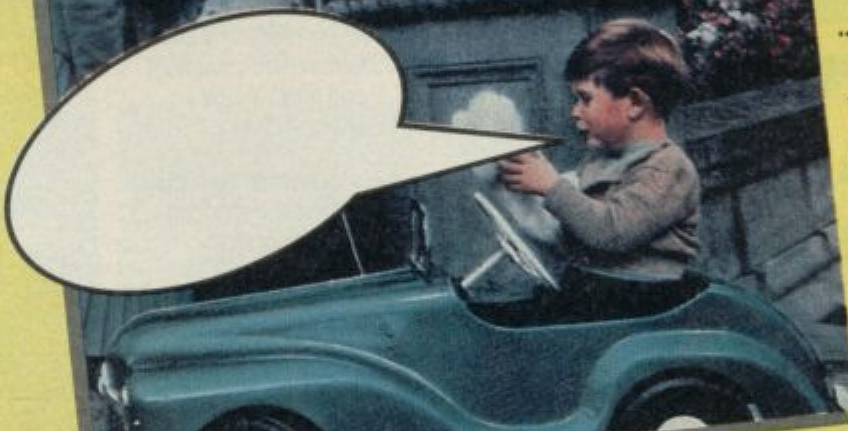
Great, man! So what about the prizes?
Well, wait up a second! You see, our buddies at Gremlin were so pleased with their finished game that they offered to take us all out for a pint of shandy and a packet of crisps (each!). But we said no. Instead, we asked them if they could give one of you a video recorder instead. That's how nice we are! It's a Goldstar 1290, you get 3 whole blank video cassettes with it and it's, well, jolly nice really!

And that ain't all either because we also managed to wangle 20 runners-up prizes out of them! The first 10 get a copy of Gremlin's last smash-hit driving game, *Lotus Esprit Turbo Challenge* and the next 10 get a *Toyota Celica GT4 Rally* T-shirt! It's a blockbusting compo and no mistake!

Alright, the bad news...
Well, there isn't any really. It's common knowledge of course that *YS* readers are a witty bunch so we thought we'd let you show off a bit. All we'd like you to do is take a look at that picture down there. Nice and car-ish, isn't it? But does it make you laugh? No? Well that's probably because it isn't very funny. Now, your brief is to make us laugh (which isn't as easy as it sounds)! In order to do this we suggest that you either send us a £10 note or write a suitably sparkling caption to the pic – simple as that. Just make sure your comical correspondance is stuck firmly to the back of an envelope or postcard (with the address on the other side) and you could be sitting pretty!

Send your missives to *Celica! You're Breaking My Heart, You're Shaking Your Chassis To Bits, Er, Daily (Woo, Woo, Yeah)* Compo, *YS Compos*, 29 Monmouth Street, Bath, Avon, BA1 2BW. And be sure to get your entry in by 15th April 1991.

RULES AND REGULATIONS
- All entries must be on the back of a postcard or envelope.
- All entries have to vroom through the *YS* letterbox by April the 15th 1991 or they'll get recycled for toilet paper.
- No employees of Gremlin Graphics and Future Pulishing are allowed to approach the starting grid (but then they're probably stuck in the mud anyway).
- And if you question the Ed's decision we'll use you as a bumper (sticker). Ha!



Funny, eh? I'd just like to say that my name is...

....

and my address is...

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(So now you know where to send my prize to, don't you? Ha!)

DICK TRACY

Titus/£10.99 cass/£14.99 disk



Andy I know it's a long time now, but talk about a cocked-up Christmas! There were bucket-loads of games that were supposed to come out last December that never saw the light of day.

It could have been some accident of course – they could have dropped off the back of Santa's sleigh over Norway or

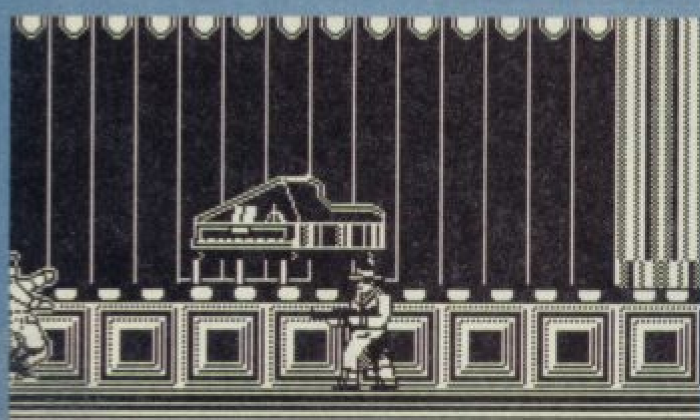


something – but here in the *YS* shed Intelligence Unit we tend to back the "programmers getting it a bit wrong and holding everything up" scenario.

Or at least we would in the case of just about every game except *Dick Tracy*, because this is the kind of paltry effort that makes you wonder why they ever bothered to put finger to key in the first place.



Whoops! Better watch out for Mr Unfriendly Neighbour up there! (Actually, killing him is quite a good idea.)



Here's a blokey with a rather fierce machine gun. (I'd die if I were you.)

What a blimming wasted opportunity! I thought we were really going to be in for something special here. The brilliantly simple colour scheme of the movie would have gone down a treat on the Spec, and a whole host of brilliant cartoon characters should have made for a really fun and bouncy punch-'n'-shoot-'em-up. But no dice. So far as I can see, the programmers would have been more inspired by a damp sponge.

Let's have a look at that list of complaints then

First, the gameplay – it's just doesn't grip you. You start off looking for your kidnapped chick armed only with your fists, but if you bash enough baddies up you get to pick up a revolver (and later a machine gun). Kill one bully, and another will immediately spring out of the pavement to take its place – they're more boringly punctual than Swiss trains, these blokes. You've got an 8-way firing 'technique' so you can pop the baddies who are firing at you from windows and, er, that's as far as got before I started worrying about my brain going comatose. In fact, if you time it right you can walk through about 10 screens at one go without shooting or dying once. (So it's a bit of a shame the scenery's totally crap too.)

Which brings us to the graphics. And there goes all hope of a natty little colour scheme. Quite a few of the screens are in black and white, and all they are are

MULTI PLAYER SOCCER MANAGER

D&H Games/£9.99 cass



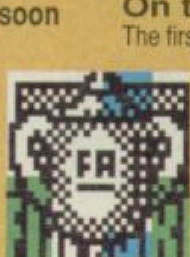
James When I was a wee bairn I thought *Football Manager* was a classic. But you know how it is – you grow up, other things enter your life, and soon you've forgotten all about your first love and the cold winter nights you spent together trying to win the FA Cup (sniff).

Anyway now you can recapture that wonderful feeling with up to 3 of your friends and *Multi Player Soccer Manager*. Each of you takes control of a crappy Fourth Division side, your aim being to steer it to the top of the First, and win the League and FA Cups. As everyone knows, in real life this is incredibly easy, so let's have a look at how D&H have rendered it on the humble Speccy...



On the 'ead!

The first sensible thing is to select the 'team' option from the main menu. This allows you to train, pick and drop players, each of whom has a skill rating. Then it's time to get on the bus and 'play game'. Instead of watching the match or anything interesting like that, all you see is the Divisional results, a bit like on *Grandstand* (boo), with all the matches played that week displayed on the screen. You can then look at the League tables, to see how well you've done.

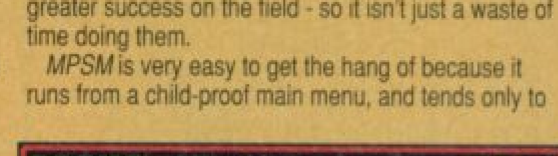


As well as training, you can chuck out the crappest team members and put a bid in for some new players (who are still crap, but probably better than the ones you've just fired), and also decide how much you want to spend on your Coach, Physio and Scout.

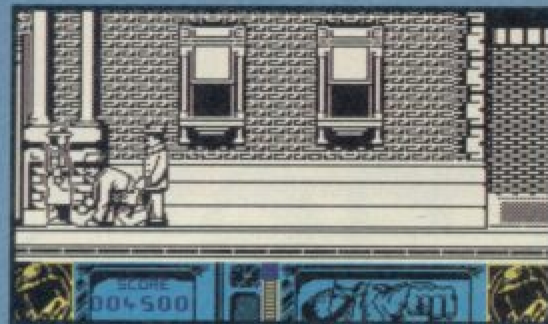
Oooh! It's so big!

In fact, there's a stonkingly huge amount of detail incorporated into *Soccer Manager* – you can improve your ground, making it bigger or safer (a good idea if you're having crowd trouble), visit the bank, look at the fixtures list, or even (if you've had enough) resign. You'll probably spend so much time fiddling about with the tiny little details of your team (and waiting for any other people to do the same) that when it's time to play it'll be a bit of an anticlimax! But it really does seem as if your improvements lead to greater success on the field - so it isn't just a waste of time doing them.

MPSM is very easy to get the hang of because it runs from a child-proof main menu, and tends only to



Time to start training the squad for Wemberley.



Oi, you! Stand to attention when I'm talking to you!



If I pick the gun up (which I probably will!) it'll let me shoot instead of just punch.

primitive street scenes, the insides of warehouses, things like that. They're dull as crap, and they're badly done. And as for the movement of the actual characters, well, they make the Woodentops look like ballet dancers.

There isn't any sound.

And it multiloads in in the middle of levels. Caramba!

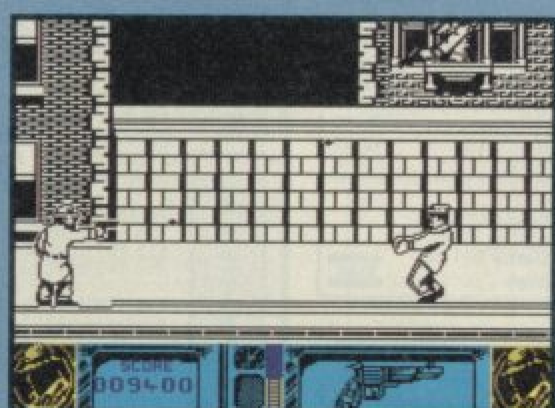
So what's the verdict then?

Hem hem. Now, I know crap licences are nothing new, but when you see something like this you get this sort of sicko feeling in your stomach because you know someone somewhere is going to buy this on the strength of its name and the box and what have you. And it isn't even worth £2.99. (Honestly.)

I'm angry because *Dick Tracy* was an innovative movie with such a lot to offer the computer game, and I hate seeing people do a really, really shoddy job on something. The Speccy's been seing some great games recently and this just brings everything down a notch or two. You're not a stupid bunch of prats, are you? You know what a good game looks like, don't you? Nuff said. Avoid.

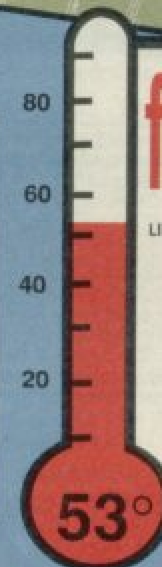






And here we see a demonstration in progress. Remember, kids, don't try this one at home...

...As you can see from this sequence of screens it's utterly, totally crap!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
53°	48°	50°

DIAGNOSIS

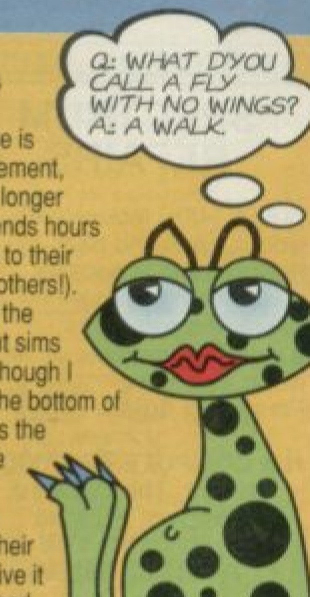
Very bad punch-'n'-shoot-'em-up – dreadful waste of a good licence. (Sob!)

INSTANT APPEAL 55°

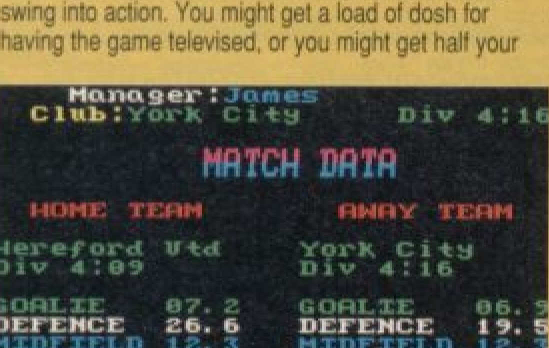


Indeed the game itself is better when 2 or more people are playing. There is more of a competitive element, though it naturally takes longer (because everybody spends hours making tiny adjustments to their teams just to annoy the others!).

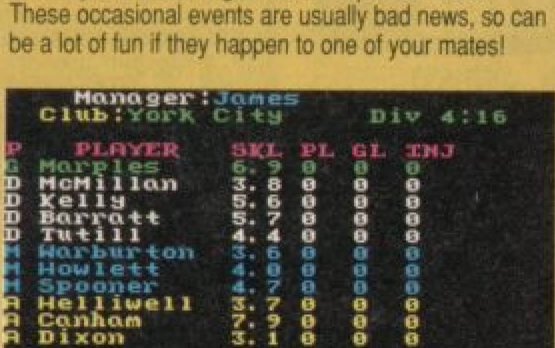
Yep, *MPSM* is one of the best soccer management sims in a quite a while (even though I only managed to reach the bottom of the Second Division!). It's the kind of thing most people would immediately think was crap but then if they played it they'd change their minds pretty sharpish. Give it go – you might be surprised.



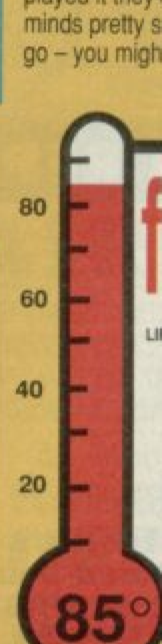
use single keypresses. Occasionally random events swing into action. You might get a load of dosh for having the game televised, or you might get half your team injured in some goalmouth unpleasantness. These occasional events are usually bad news, so can be a lot of fun if they happen to one of your mates!



Pre-match data. Oh dear. They look better than me.



All the details you'll need on your team (including the colour of their boxer shorts!).



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
76°	00°	81°

DIAGNOSIS

A management game, but good fun nevertheless.

INSTANT APPEAL 83°

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On Spec

YOUR SINCLAIR

FUTURE SHOCKS

Funky new games ahoy! Things are perking up a bit in time for Easter so here's a selection of what to expect.

CREATURES

Thalamus



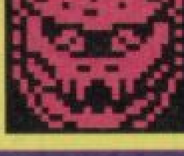


Oh dear. It's one thing getting a rough ride. It's quite another having to stand out in the rain and not getting picked up at all! As anyone who's read our Top 5 Readers' Games of 1990 in this ish will already know the worst full-pricer of last year was *Delta Force!* from Thalamus. And guess who *Creatures* is from. That's right - Thalamus! Eeek!





Which may come as a wee bit of surprise actually because this cutsie platform puzzler has been getting some rather rave notices on the Commodore 64. It's set on an island in the Pacific ocean where a group of aliens calling themselves the Fuzzy Wuzzies have set up shop, much to the wrath of the native 'Demons'. In fact, they're so narked off that they invite



all the Wuzzies over to a party and then throw a huge net over all of them and carry them off to their torture chambers. What a bunch of rascals!



But wait! There's one Wuzzie they didn't snatch – he's called Clyde and he's no pushover! In order to rescue his buddies he's got to brave a series of underground, overground and in-the-water stages, each split into 2 scrolling levels. There's a whole host of baddies out to stop him too – giant maggots, spooky warped cats, birds that throw bombs down at him, and of course a whole set of fiendish end-of-level bullies just waiting to squash him in their sweaty palms. And as if all that weren't enough at the end of every stage Clyde gets taken down to the dungeons to solve a tricky puzzle within a time limit. It's a nightie!





All in all, we reckon *Creatures* sounds pretty pukka! It should be ready sometime in the next 2 months, so fingers crossed till then!





Well, it's certainly looking pretty bouncy and colourful, isn't it, Spec-chums? (And tricky too, if all those baddies are anything to go by!)

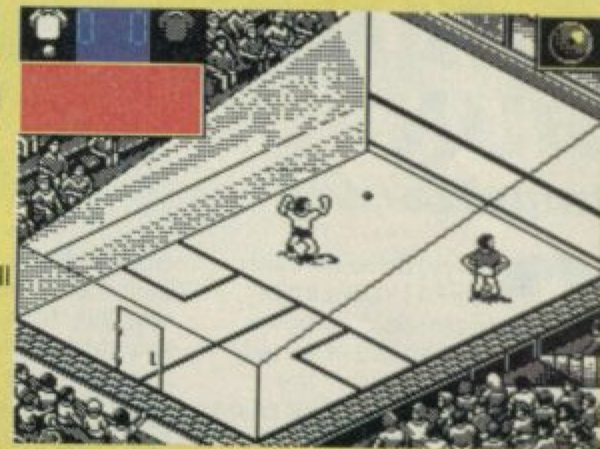


Gosh, we're dripping with tropical sweat just looking at it! (Mind you, judging by all the creepy-crawlies swarming around the place it's not exactly a honeymoon paradise, is it?!)

JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

Krisalis

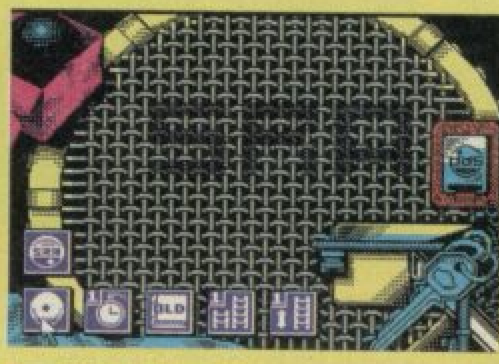






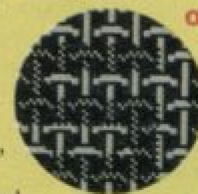
It's been pretty quiet down on the squash courts since *Jonah Barrington* in 1984, hasn't it, Spec-chums? (That's if anyone remembers – even some of us don't go back that far!) But here's a game that's sure to get





The difficulty level depends on the type of ball you use. We'll have a blue please, Bob!

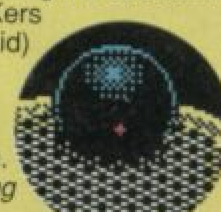
the old raquet-wacking back in full swing again. *Championship Squash* promises an isometric court, lobs, underhands and overhands, soft balls and hard balls (oo-er), statistics, club-level and professional-level tournaments, and lots (lots!) more besides!





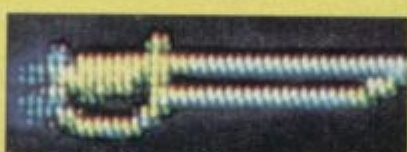
Oh dear. It appears our 2 contestants have forgotten to bring their raquets along with them!

Should be hitting the streets in April (for 128Kers only we're afraid) so we'll hopefully be bringing you a review next ish. Howzat! *(Wrong game. Ed)*



SKULL & CROSSBONES

Domark



It was a dark and stormy night. The captain said to the first mate, "Tell us a story, lad!" And so he did. And here it is...

It was a dark and stormy night. The captain said to the first mate, "Tell us a story..." (Ahem.) Sorry, readers. We're in a bit of a piratey





Oi, so where's the sea then? We didn't join the pirate navy just to play in a blimming sandpit all day!

mood, you see. It's Domark's fault – they're just about to release the arcade conversion of *Skull & Crossbones* on the

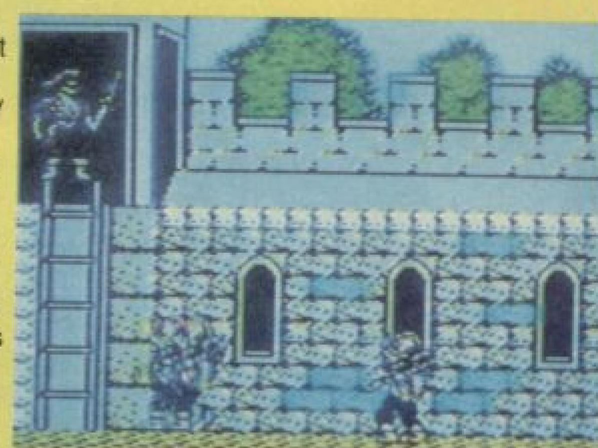


Speccy, and frankly we just can't wait to hoist the Jolly Roger! It's swashbuckling adventure ahoy!

Thrill – as you clash swords with the ugliest sea-dogs on the ocean waves! Swoon - as you rescue loads of ever-so appreciative buxomb wenches! Get rich quick - as you uncover buried troves of tinkling treasure! And close your eyes even quicker – to avoid the glare of Medusa's deadly stare! Oo-arrrrrr!



That's right, readers, we reckon it's about time the



A-ha – a castle! A-ha – a ladder! A-ha – a pirate! (There's a clue here somewhere.)



Speccy got a bit of salt inbetween its keys, and this looks like just the game to do it! Expect it to come ashore sometime in the next 2 months, but until then "Steady as she goes, Domark!"

THE NEVER ENDING STORY 2

Linel

Here's another one of those big-name movie licences. (Well, biggish name anyway.) Did you know that 200 million people worldwide saw the film of the first *Never Ending Story*? Well, the news certainly got us flummoxed – we've never met any of them! It was certainly a lot more





Yikes, it's a bit fierce and red this screenshot, isn't it? (Wonder if that means we're in any danger!)

than the people who played the Speccy game, that's for sure. And talking of which, what's all this about a sequel?

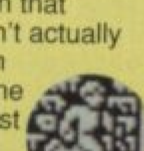


Well, it's an arcader, with each level based on a different scene from the movie. Bastian (that's our little bookworm chum) suddenly finds himself plonked down in a place called Phantasia, a land suffering under the evil spell of a wicked witch. (Hissssss! Booo!) In order to destroy the 'Emptiness' he has to ward off a bunch of smelly giants, scare away a firespitting dragon and, ooh, lots more besides! We can't let on



Well, it certainly looks very pretty, doesn't it? Here's Bastian trying to fly (silly sausage!).

about much more than that because, erm, we don't actually know much more than that, but juding from the screenshots it's at least looking rather pretty. Could be good!



CHAMPIONSHIP RUN

Impulze

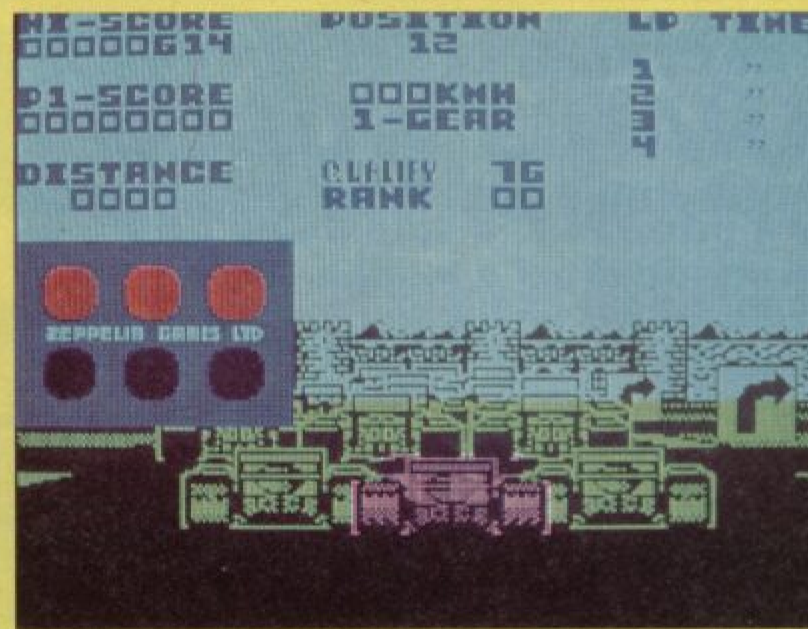
Crikey, there certainly seem to be a lot of Formula 1 games driving rather quickly and dangerously out of the woodwork at the mo! First *Super Monaco Grand Prix*, then Mastertronic's rerelease of *Continental Circus* (see next month's Barg Basement) and now this, Impulze's second full price game, *Championship Run* (the first being, of course, *Edd The Duck*). There are 6 fiendish tracks to rattle round, namely Silverstone, Imola, Monaco, Detroit, Tranwell (where?) and San Marino, and it's enough to give you serious skid-marks just thinking about them! There's a whole host of difficult things to take care of, like gear changes (ugh!), pitstops (argh!) and qualifying laps (yuck!), not to mention a pretty strict damage meter which zooms up every time you collide with someone, miss a gear or accidentally trot off for a spot of cross-country driving.



Championship Run promises us some spectacular and quickly-updated 3D views, with all sorts of roadside detail. In fact, first impressions are that it's pretty similar to *Super Monaco Grand Prix*, so if we manage to review them both in the next issue then we can all look forward to a jolly good showdown! Hurrah!

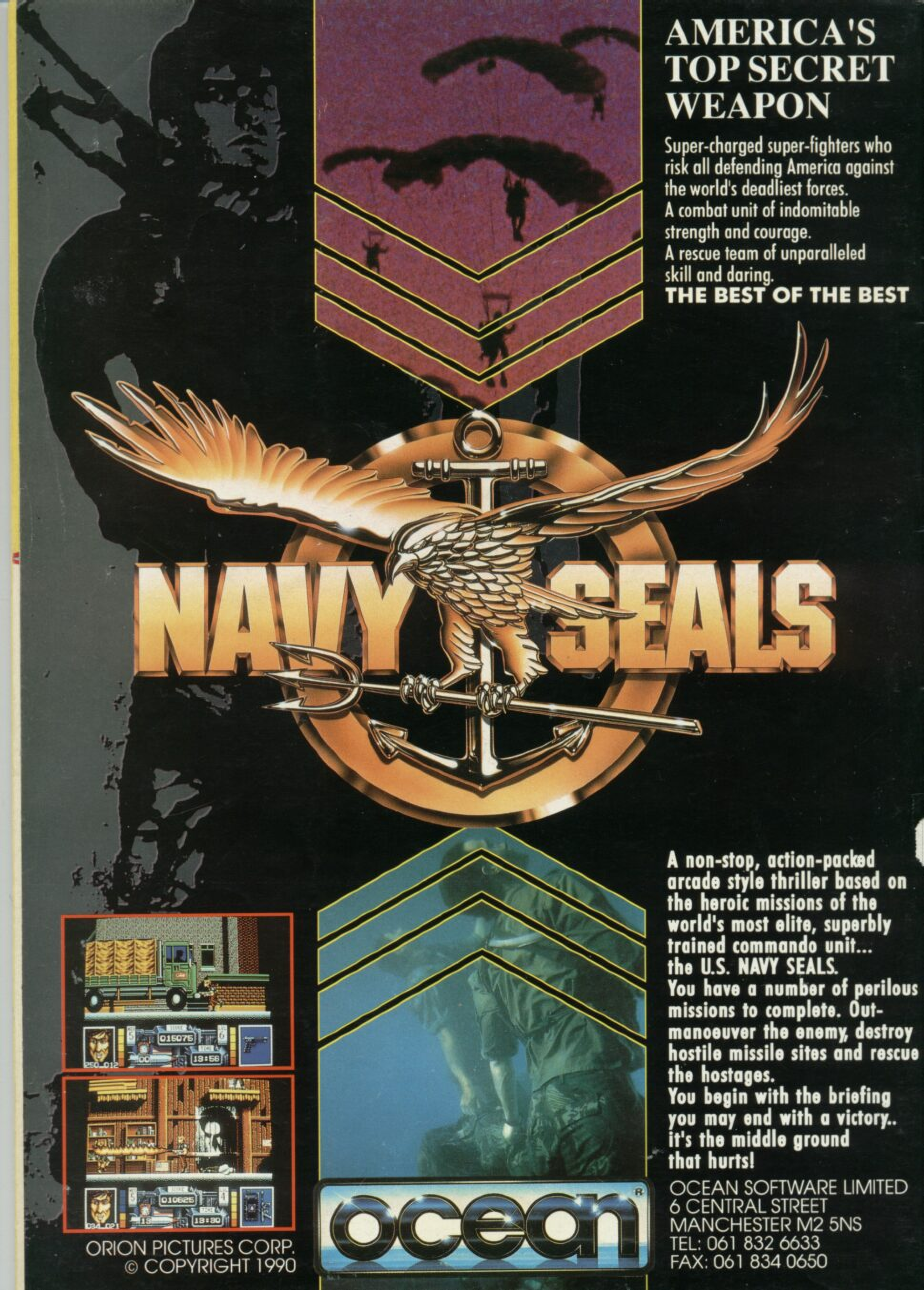


It's nice of them to tell us where we're going, isn't it, Spec-chums?



Here we are at the starting grid and it looks as though we've been put to the back of the class again. (This seems to happen every time we begin a new game!)


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